

WIN \$5000 WORTH OF HOME ENTERTAINMENT GEAR!

# PESQU

PLAYSTATION WORLD

AUSTRALIA'S ONLY INDEPENDENT PLAYSTATION 2 MAGAZINE

## GRAND THEFT AUTO VICE CITY

THE DEFINITIVE REVIEW!

REVIEWED  
**TONY HAWK 4**  
TAKES TO THE SKIES

## 40 PAGES OF REVIEWS!

TOM CLANCY'S GHOST RECON  
PRO EVOLUTION SOCCER 2  
LOTR: THE TWO TOWERS  
COLIN MCRAE RALLY 3  
WWE SMACKDOWN!  
SUM OF ALL FEARS  
KINGDOM HEARTS  
AUTO MODELLISTA  
GUNGRAVE  
FIFA 2003  
ROCKY



next

JANUARY 2003 ISSUE 07  
AUS \$9.95 inc. GST / NZ \$11.95 inc. GST



9 771446 828008

07



**INCLUDING A 68CM SONY TV, SPEAKERS & STEREO VCR**

# ESSENTIAL 20

**THE PS2 GAMES YOU MUST OWN  
PLUS YOUR CHANCE TO WIN THEM ALL!**

**INCLUDING:** MEDAL OF HONOR: FRONTLINE  
V8 SUPERCARS RACE DRIVER  
GRAND THEFT AUTO 3  
METAL GEAR SOLID 2  
RATCHET & CLANK  
TIMESPLITTERS 2  
FINAL FANTASY X  
GRAN TURISMO 3  
BURNOUT 2  
ICO

**FIRST AUSTRALIAN REVIEW**

# AUTO MODELLISTA

**THE SEXIEST RACING SIM EVER!**





# These stories

ONIMUSHA 2: SAMURAI'S DESTINY

Available  
OCTOBER

PlayStation 2



ONIMUSHA 2  
Samurai's Destiny

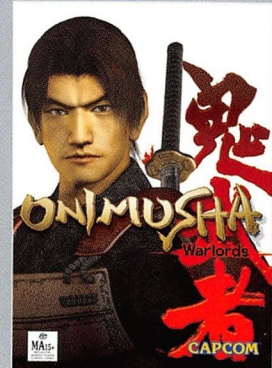
M15+  
MEDIUM LEVEL  
ANIMATED VIOLENCE

ONIMUSHA 2  
Samurai's Destiny

Also  
Available:

Onimusha: Warlords

PlayStation 2



Platinum

MA15+  
MEDIUM LEVEL  
ANIMATED VIOLENCE

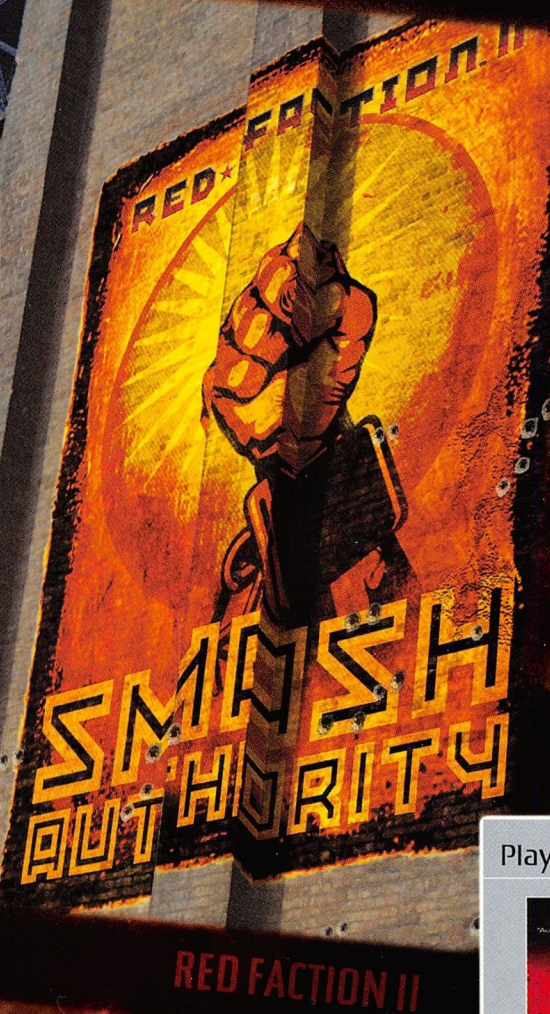
Character Yagyu Jubei by C Yusaku Matsuda Office Saku. Onimusha 2 © CAPCOM CO., LTD. 2002 ALL RIGHTS RESERVED.  
Characters: © GROWL/CAPCOM CO., LTD. 2002 ALL RIGHTS RESERVED. Onimusha Warlords © CAPCOM CO., LTD. 2001 © CAPCOM  
USA 2001 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO. LTD. ONIMUSHA is a  
registered trademark of CAPCOM CO., LTD. ALL RIGHTS RESERVED.



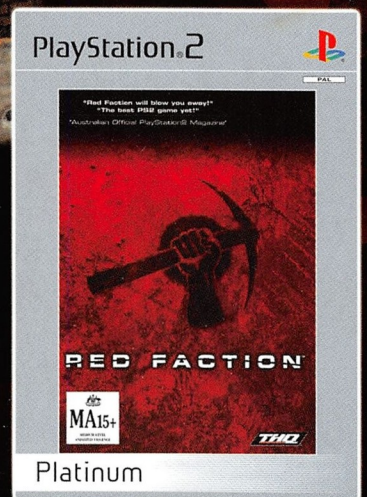
are far from  
over...

# RED★FACTION II™

Available  
late NOVEMBER



Red Faction

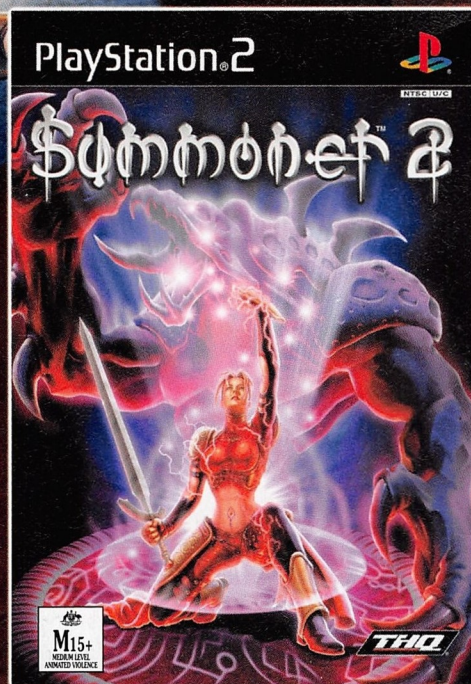


Red Faction II © 2002 THQ, Inc. Red Faction, Geo-mod™ Technology, Volition and their respective logos are trademarks and/or of THQ, Inc. Red Faction - Game and Software © 2001 THQ, Inc. Developed by Volition, Inc.



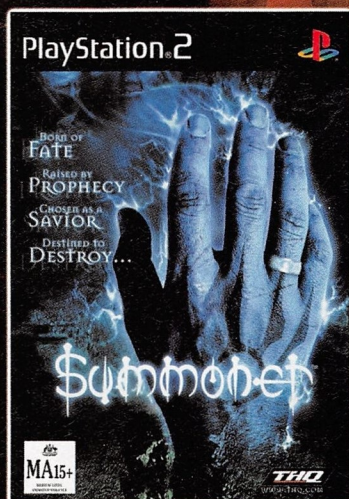
# Summoner 2™

Available  
late OCTOBER



SUMMONER 2

You beat the  
originals...  
now face the sequels.



Summoner

PlayStation®2



Summoner 2 © 2002 THQ, Inc. Summoner - Game and Software © 2000, 2001 THQ, Inc. Developed by Volition, Inc. Summoner and the Summoner logo are trademarks of THQ, Inc.

PlayStation 2 and the "PS" family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. THQ and its logo are registered trademarks of THQ, Inc. All other trademarks are the property of their respective owners.





56

**GTA: VICE CITY**  
Taking aim at everything great about the Eighties.

PLAYSTATION WORLD  
**essential**  
**20**  
THE PS2 GAMES YOU SIMPLY MUST OWN

20 TOP 20 Put these on your Xmas list. You won't be disappointed.

SCORPION JAX

TAE KWON DO MUAY THAI

28 MORTAL KOMBAT Ten years later, is blood and gore really enough?

## GLOBAL

THERE'S NEWS IN HERE FROM ALL AROUND THE WORLD. FOR INSTANCE, DID YOU KNOW SILENT HILL 3 IS BEING DEVELOPED IN ANGOLA? OR THAT MINORITY REPORT IS BEING CONVERTED IN A TINY CODESHOP DEEP IN THE ANDES?

- 8 SILENT HILL 3
- 10 SHINOBI
- 11 MINORITY REPORT
- 12 TENCHU: WRATH OF HEAVEN
- 14 WIN STUFF!
- 16 OTAKU ALLEY
- 17 ZONE OF THE ENDERS 2
- 19 AUSTRALIA'S MOST WANTED

## PREVIEWS

THIS YEAR'S TONY HAWK GAME. THEY'VE GONE FOR A KIND OF GTA3 FEEL, WITH RANDOM MISSIONS AND A FREE-ROAMING CITY THING. BUT LET'S NOT GIVE EVERYTHING AWAY ON THE CONTENTS PAGE, EH?

- 26 BIG MUTHA TRUCKERS
- 28 MORTAL KOMBAT: DEADLY ALLIANCE
- 29 THE SIMS
- 30 TOTAL IMMERSION RACING
- 32 DEVIL MAY CRY 2
- 33 THE GETAWAY

## REVIEWS

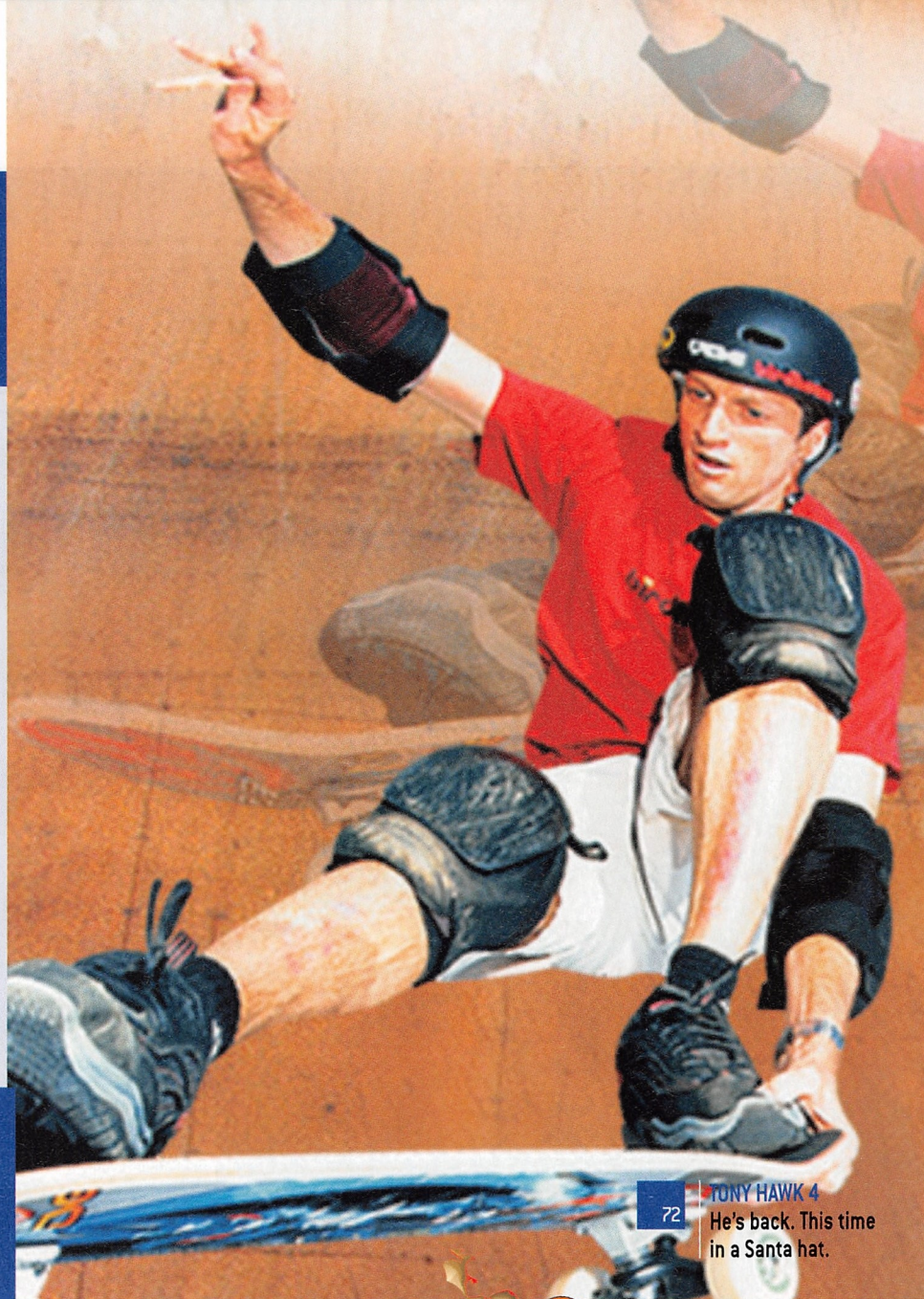
OH NO! NO ROOM FOR AN INTRODUCTION...

- 36 AUTO MODELLISTA
- 38 LOTR: THE TWO TOWERS
- 42 WWE SMACKDOWN! SHUT YOUR MOUTH
- 46 GHOST RECON
- 48 PRO EVOLUTION SOCCER 2
- 52 TWIN CALIBER
- 54 WAY OF THE SAMURAI
- 54 MASTER RALLYE
- 55 GUNGRAVE
- 56 GRAND THEFT AUTO: VICE CITY
- 60 WRC 2 EXTREME
- 64 SUM OF ALL FEARS
- 64 LEGAIA 2
- 65 ROCKY
- 66 COLIN MCRAE RALLY 3
- 70 KINGDOM HEARTS
- 72 TONY HAWK PRO SKATER 4
- 76 RUN LIKE HELL
- 77 GIO GIO'S BIZARRE ADVENTURE
- 78 NHL HITZ
- 78 DYNASTY TACTICS
- 79 FIFA FOOTBALL 2003



48 PRO EVO 2  
Just like heaven.





72

**TONY HAWK 4**  
He's back. This time in a Santa hat.

# PSW CONTENTS

ISSUE 7

## FEATURE

JUST THE ONE THIS MONTH, OWING TO THE ABUNDANCE OF GAMES IN FOR REVIEW. FEAR NOT, LENGTHY ARTICLE FANS, THERE'LL BE MORE FEATURES THAN YOU CAN SHAKE A STICK AT NEXT MONTH. BETTER START WRITING, THEN...

**20 THE ESSENTIAL 20**  
TWENTY GAMES YOU MUST OWN.

## SOLUTIONS

FED UP WITH LOSING TO YOUR MATES AT TIMESPLITTERS 2 DEATHMATCH BATTLES? READ THIS AND FRAG...

**82** TIMESPLITTERS 2 TIP-A-THON  
**88** MINI TIPS

## BROWSER

ANOTHER SECTION IS BRUTALLY GUTTED IN ORDER TO BRING YOU THE LOW-DOWN ON WAY OF THE SAMURAI AND NHL HITZ. WE'RE ALWAYS THINKING OF YOU WHEN WE MAKE THESE DECISIONS, YOU KNOW.

**90 NEW DVD RELEASES**  
SOME ARTY FOREIGN FLICK GETS TOP BILLING THIS MONTH. IT'S FRENCH AND THERE'S NO NUDITY. WHAT ON EARTH IS GOING ON?

**92 STUFF**  
BACK TO THE FUNKY ELECTRONIC GADGETS. WE'RE SO HIGH-TECH AND HIP, AREN'T WE?

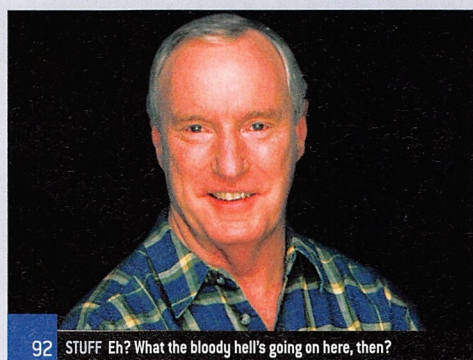
**93 INCOMING**  
WHAT'S COMING OUT NEXT APRIL? WE TELL YOU RIGHT HERE.

**94 ON THE DVD**  
READ THIS. MAKE GRAHAM FEEL LOVED. PLEASE.

**95 READER SURVEY**  
TELL US WHAT YOU THINK OF PSW! WIN A BIG PRIZE!

**97 THE BIG PRIZE**  
WIN THE ULTIMATE GAMES COLLECTION. BUT YOU HAVE TO COMPLETE OUR READER SURVEY FIRST.

**98 NEXT MONTH**  
A BIG ANNOUNCEMENT AWAITS...



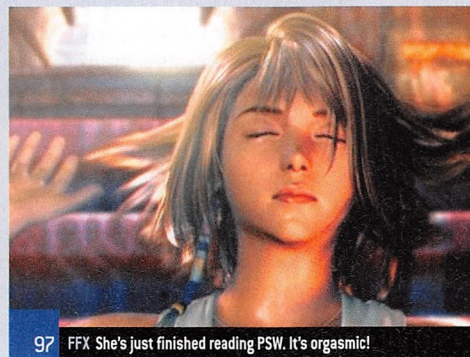
**92 STUFF** Eh? What the bloody hell's going on here, then?



**82 SOLUTIONS** Blast your way to the top with our expert tips.

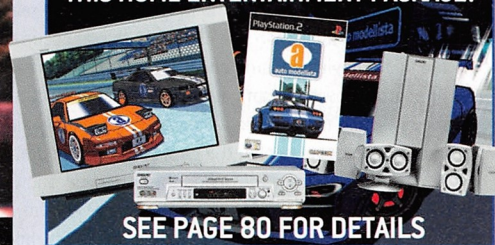


**90 DVDS** She looks like she could do with some company... Oh yes!



**97 FFX** She's just finished reading PSW. It's orgasmic!

**SUBSCRIBE NOW TO WIN  
THIS HOME ENTERTAINMENT PACKAGE!**



**SEE PAGE 80 FOR DETAILS**



# PSW WELCOME



## EDITORIAL

**EDITOR**  
David Wildgoose  
<davidw@next.com.au>

**ART DIRECTOR**  
Chris Zammit  
<chrisz@next.com.au>

## ADVERTISING

**GAMING ADVERTISING  
MANAGER**  
Chris Davey  
<chrisd@next.com.au>

**PRODUCTION CO-ORDINATOR**  
Monique Layt  
<moniquel@next.com.au>  
Ph: 02 9699 0300  
Fax: 02 9310 2012

## MANAGEMENT

**CHIEF EXECUTIVE**  
Phillip Keir

**FINANCE DIRECTOR**  
Theo Fatseas

**NATIONAL SALES DIRECTOR**  
Sue Ostler  
<sue@next.com.au>

**OPERATIONS MANAGER**  
Melissa Doyle  
<melissa@next.com.au>

## CONTRIBUTORS

Daniel Staines  
March Stepnik  
Timothy C. Best  
John Dewhurst  
Vanessa Morgan  
Jackson Gothe-Snape  
Steven Williams  
Gary Cutlack  
Mikey Foley  
Mark Robins  
Simon Singleton

**PRINTED CTP BY:**  
Webstar

**DISTRIBUTION BY:**  
Gordon & Gotch

**CUSTOMER SERVICE:**  
Ph 1300 65 0666  
Fax 1300 65 0777

**ALL COPYRIGHTS  
RESERVED BY**  
Next Publishing Pty Ltd  
ACN 002 647 645  
ISSN 1329-7694  
Next Gaming  
78 Renwick St,  
Redfern, NSW, 2016  
Phone: 02 9699 0333  
Fax: 02 9310 1315

## EDITORIAL

### REVIEWING VIDEOGAMES IS A FUNNY BUSINESS.

Perhaps more than any other media (celebrity gossip rags excepted), games magazines are slaves to the exclusive. Every month you'll see the shelf of your local newsagent lined with shiny covers all proclaiming a "World Exclusive Review!" on a particular title – sometimes even the same game. It's exciting, for the magazine and the readers alike; everyone wants to be the first to know something and then madly tell everyone else about it.

Yet it's also dangerous, for the magazine and the readers alike. Exclusives inevitably mean one of several things occurred. Perhaps the magazine reviewed early code that doesn't entirely represent the final product – how can you review something that's not finished? Maybe the game's publisher flew the magazine's writer to some exotic locale to play the game for a few hours, treating them to free food, drinks, gifts and the trip itself – how can you remain objective under those circumstances? And how do you accurately determine a game's quality in only a few hours?

But you've got to get that exclusive, dammit! So you write your review based on a few hours of play. You have to fudge things here and there because you simply don't know enough about what the later sections of the game hold in store. Maybe you rely on the developer's word that a certain feature will be properly implemented or maybe you decide it's safer to ignore mentioning it altogether just in case it isn't. Maybe you're even forbidden from writing about certain elements of the game because the developer wants to keep them a surprise for when it's finally released.

In the end your review is printed and the magazine goes on sale weeks before the game's release. But it's not a great review; in fact, due to the abovementioned dilemmas, it reads an awful lot like a preview – full of hyperbole and vague generalisations. There's no substance, no specifics. The readers think they should be excited about the game, but they're not really sure why. Ultimately, they feel let down and want to know more.

Our *Vice City* review starts on page 56.

/ DAVID WILDGOOSE





Only the strongest warrior  
becomes King.

# THE SCORPION KING™

## RISE OF THE AKKADIAN

Live the early adventures of the man who would be King. Battle non-stop through graphically fantastic lands with over 20 new weapons to master. From trained assassin to feared warrior, you must stop at nothing to avenge your people and earn the title of The Scorpion King.



**DVD-Instore NOW!**



[scorpionkinggames.com](http://scorpionkinggames.com)



© The Scorpion King: Rise of the Akkadian™ interactive game © 2002 Universal Interactive, Inc. The Scorpion King and related characters are TM and © of Universal Studios. Licensed by Universal Studios Licensing LLLP. All rights reserved. \*P\* and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. TM and © are trademarks of Nintendo. © 2002 Nintendo.

GAME BOY ADVANCE



PlayStation 2





# GLOBAL

IF YOU'VE GOT A CUSHION HANDY, HIDE BEHIND IT...

GLOBAL this month...

- |    |                         |
|----|-------------------------|
| 10 | Shinobi                 |
| 11 | Virtual On: Marz        |
| 12 | Red Dead Revolver       |
| 17 | Australia's Most Wanted |
| 18 | Otaku Alley             |
| 19 | Final Fantasy X.2       |

## THE HILLS ARE ALIVE WITH THE SOUND OF SCREAMING

HEART IMPLODING TERROR RETURNS! YOU'LL SCREAM LIKE A LITTLE GIRL WITH A LITTLE SPIDER ON HER LITTLE LEG.

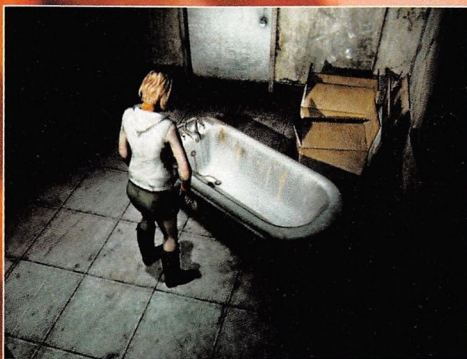
### SCREAM

THE MERE MENTION OF SILENT HILL IS ENOUGH TO MAKE many gamers recoil as if recalling a cavity inspection at Heathrow. The PSone original was scary, but last year's *Silent Hill 2* bordered on the offensive. Offering the kind of demented creatures and hideous skin slicing only normally witnessed in plastic surgery clinics, the dazed and crazed adventure of James Sunderland was the scariest game ever. Until now. That unnerving misty shrieking in the distance is *Silent Hill 3* approaching.

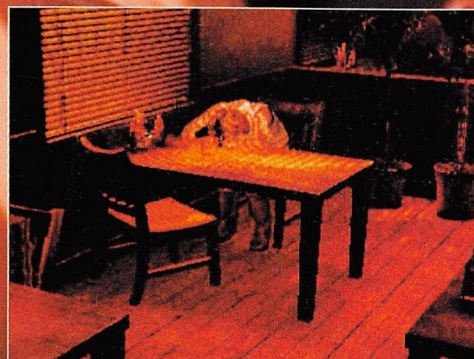
It's not yet totally clear how the game relates to previous outings, with Konami revelling in the ambiguous delights of introducing new characters and environments and saying nothing. However, we understand that while the game inevitably takes place in Silent Hill, there's no other link to the first two games. Or is there?

This time you assume the role of Heather, a teenage girl stranded in an amusement park with a gory selection of mutants and a selection of new weapons to bludgeon, stab and shoot her way out with. Armed with a small knife as effective as a rubber sword, early stages will again require the avoidance of enemies as you try to get a handle on what manner of nightmare this is... and this time, when involved in a face off with a beast and no decent weapon, drainage holes can be used to escape. It's a potentially lethal gamble, though, as the situation down there could be worse. Later, you'll gain access to more effective clubs and even a machine gun. Payback.

*Silent Hill* remains a ghost town inhabited by twisted, shambling crimes of rotten meat, magically brought to life by pure evil, but now they're *huge*. A eight legged spider-esque mound of flesh takes up more than half a room, blindly feeling his way around, looking for lunch. Fog-filled streets and dark interior decoration are familiar territory for fans, but Konami has enhanced indoor scenes impressively. Walls now pulse, oozing blood; Heather falters when she nears the edge of a platform and stumbles over tricky objects. Played in the dark, and all hype aside, *SH2*'s descent beneath Toruca Lake was genuinely unnerving. This third installment should be more chilling, and again it'll be as much psychological as physical... Who's the bearded old man Heather takes a car ride with? Friend, parent or enemy? We shudder to think. PSW will reveal all - exclusively - early in the new year.



OH, OK. Heather realises those noises were just the creaky old plumbing.



RED RUM She'd drunk the invisible man under the table, but didn't realise.



RADIOHEAD Like Thom Yorke's voice, it's beautiful in a dark, damaged way.



# SURMA TO TALK ABOUT

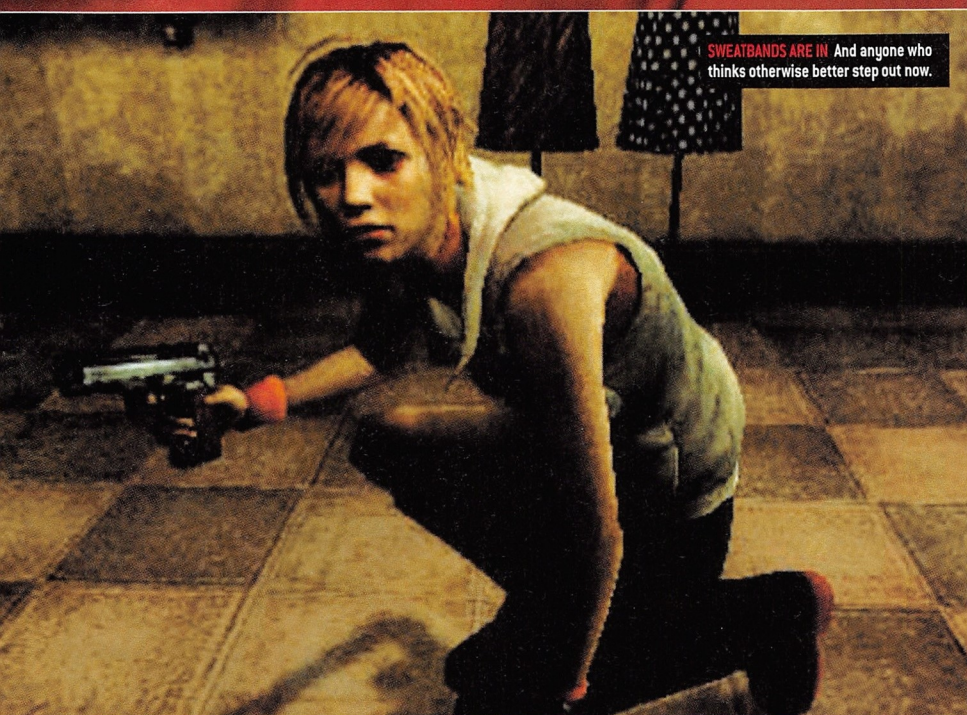
YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT, IS TO BE A BIT LIKE SNAKE!

■ NOT THE FACE

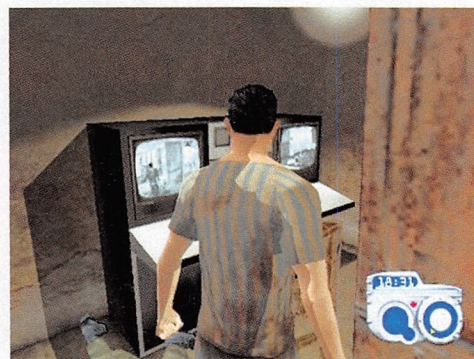
INFOGRAMES HAS FINALLY RELEASED IMAGES OF THE NEW *Mission Impossible* title. Bearing an original plot but featuring environments from the first film, *Operation Surma* sees hero Ethan Hunt combat international terrorism with his secret agent sneakage. Using character cel-shading to cast shadows in the alleyways of Prague, London and Paris, Hunt looks pleasingly similar to Tom Cruise, at least from behind (insert your own joke here). Infogrames doesn't own the likeness of Cruise, you see. Expect the wall-shuffling stealth scenes to be twinned with a selection of Bond-ish gadgets. Oh, and just don't mention *Metal Gear*, okay?



DEAD BODYWARMER Her sleeves have already run away in terror.



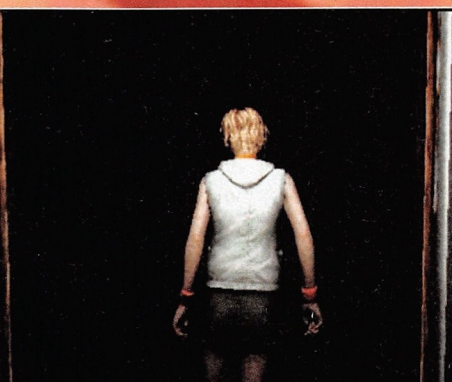
SWEATBANDS ARE IN And anyone who thinks otherwise better step out now.



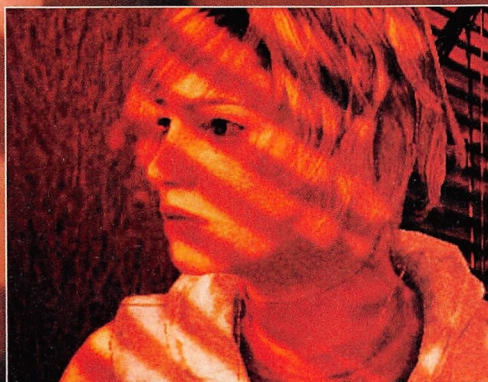
FASCINATING It was the first time Tom had seen the back of his own head.



TRUCK THAT Graphics aren't too promising yet, but it's early days.



DON'T GO IN THERE! Sometimes it's almost too nervewracking.



HOLIDAYS FROM HELL Heather vowed never to sunbathe behind a fence again.



I'M COMING UP So you'd better get this party started.



# MYSTIC NINJA

SEGA IS RETURNING WITH ITS REAL ACTION HERO. ENTER THE ONE AND ONLY SHINOBI.

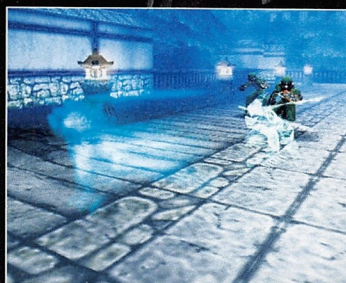
## ■ MEDITATE

**DREAMCAST FANS EH? THEY USED TO BOAST** about the exclusive Sega games on their console, then slagged them off when they appeared on PS2. But after *Crazy Taxi*, *Rez* and *Ferrari F355*, Sega has finally given Dreamcast fans an undeniable reason to stop whining and get a PS2. *Shinobi*, the classic shuriken-throwing arcade game is back. And exclusively on PS2.

The plot (not really important in a scrolling brawler, but we'll tell you anyway) involves Tokyo, an army of dark magic practitioners, and local volcanoes spewing hot molten lava. Then there's you - the embarrassingly named Hotsuma - skilled in the way of kung fu kickery, which just might come in handy. Hmm...

Hundreds of ninja soldiers, dogs (perhaps martial arts trained - we're not sure) and helicopter gunships attempt to thwart you thwarting them, which is where your fists of fury come into play. In addition to punch and kick attacks, Hotsuma can also call upon his magic abilities; such as a stealth dash with resulting temporary invisibility, and when involved in a massive street scrap, fireballs and, um, a vicious red scarf attack. Don't ask. But neither are as effective as Hotsuma's sword, which becomes more powerful as you progress.

Initial impressions suggest that Sega has created a scrolling fighter that should easily satisfy fans of the original and act as a reminder of how impressive their games are when they're new, and not old Dreamcast ports. Expect this next autumn.



**HIDE AND SEEK** Hotsuma can vanish, reappear and kill.



**AIR CONTROL** Airborne enemies are troublesome and odd.



**WHIPLASH** The power of the crimson scarf is legendary.



**CHOP CHOP** Hotsuma decides to pick a very hard fight.



**PANTALOONS** MC Hammer is still loved in Tokyo.



**ARMAGEDDON** Enemies stole Hotsuma's beloved scarf.

## WE'RE GOING UNDERGROUND

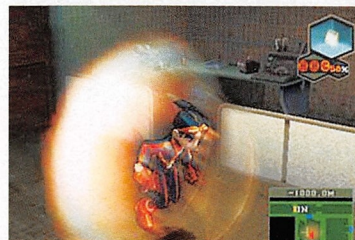
CAPCOM'S LATEST RPG **BREATH OF FIRE V: DRAGON QUARTER** GETS BITTEN BY THE CEL-SHADING BUG.

## ■ DIRT

**BREATH OF FIRE V: DRAGON QUARTER** IS the first PS2 RPG to bite the bullet, finally come out of the closet and confirm that it is really, truly and deeply a cel-shaded game. After twisting the racing genre into a mix of toons and tarmac with *Auto Modellista*, Capcom's turn-based RPG battler now looks equally as impressive in cel format.

The game's hero is Ryu, a member of a guard unit called Ranger. An ecological disaster has forced humans to live entirely underground and it's Ryu's job to lead his anime friends to the outside world by

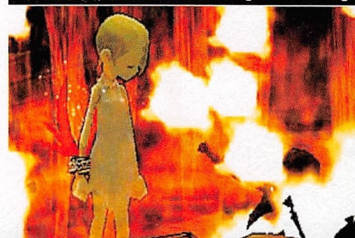
fighting the forces of evil. Although based around random battles, *Breath of Fire V: Dragon Quarter* allows you to plant traps and decoys before entering into warfare. Exploring underground caverns and ascending to the normal world reveals a network of puzzle-based dungeons, resembling Nintendo's *Zelda* series. With a strictly arcade slant, *Breath of Fire V: Dragon Quarter* is the perfect RPG for newcomers to the genre who have never been ambushed by a gang of orcs and sword-wielding mushrooms. The final cut, complete with lovingly crafted American English translation, should be ready for release in May 2003.



**CEL EXCEL** Capcom are the current kings of cel-shading.



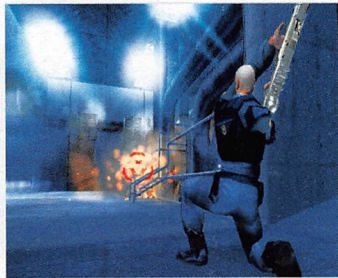
**WE'RE TOGETHER** Teammates can live or die, it's up to you.







**WHO ARE YOU?** Aliens are ported directly from the film.



**FIRE ALARM** Heavy weapons reveal MGS influences.



**STARBURST** Alien death, up close and personal.



**COP SHOOT COP** In America, even fellow cops are at war.



**SHOCKER** When giant eyeballs attack, run.

## THEY'VE GOT HIM BY THE BALLS

CRUISE'S FUTURISTIC HERO RUNS IN FEAR OF SPHERES IN **MINORITY REPORT** – OUT SOON ON PS2 AND DVD.

■ RED BLOB

WE CONTINUE TO BE INTRIGUED BY THE thought of a 'sick stick' in a PS2 game. The PreCrime division's most inventive weapon – which induces immediate projectile vomiting – is set to feature among the tools and gadgets taken straight from the film. It joins shotguns, electro-shock grenades, Spyderbots, vortex rifles and all manner of ships and cars. The Lexus, the main car Cruise appears in, features too. Naturally the locations are modelled on those in the

movie, including Mall City and the PreCrime Headquarters, but unlike the celluloid version Treyarch's game has multiple endings. Your actions throughout the 15 levels determine which one you'll see, although we can't see anything wrong with throwing people through closed windows (you can fight hand-to-hand as well), so don't worry about that. Just try to keep the vomit off your shoes. *Minority Report* is heading for an early 2003 release, to coincide with the release of the DVD and its accompanying hype.

## SPIELBERG SLIPS A DISC

THAT WAS QUICK! THIS SUMMER'S BLOCKBUSTER IS COMING TO DVD VERY SOON.

*Minority Report* is out on DVD on January 22. Even better than its speedy transition is the content – it's a two-disc set including comprehensive extras. They were created alongside the film, from the first day of shooting onwards. Spielberg and Cruise give exclusive interviews talking about aspects of the film, including the characters, stunts and special effects. In all there are five features, showing much behind-the-scenes footage. Then there's the archive of illustrations, stills, biographies... this thing is rammed. *Minority Report* will retail for \$39.95.

## SUSPEND ELIMINATION

FREEZE TIME AND KILL THINGS SPECTACULARLY IN **ALTER ECHO**.

■ SUITED UP

SOME HEROES AREN'T BORN INTO greatness. Take the star of *Alter Echo*. If his parents had known he was going to



**MELLOW YELLOW** Time to switch to gun mode.



**LONG ROAD** The giant porcupine lacked mates.

take on the might of a single planet by himself they wouldn't have christened him Nevin. They would have gone for something harder like Hannibal, Bruce or Mister. Luckily he's got ability to freeze

time, which acts as some compensation.

He's also got a special suit which lets him switch between three forms of combat. Melee mode is useful when all hell breaks loose. Gun mode turns him into a grenade-spitting bullet machine, while stealth mode enables him to assassinate foes while invisible.

Why he's fending off a swarm of aliens is unknown. All we know is that Nevin is on a planet where the surface is alive, spitting out creatures to tear him limb from limb. We'll have to wait until next month to find out why he doesn't just suspend time and wipe them out while they're frozen in a stupid gormless pose.

## TURN ME ON

SEGA RECREATE MULTIPLAYER ARCADE MECH MAYHEM WITH **VIRTUAL ON: MARZ**.

■ STANDBY

SEGA'S LITTLE KNOWN ARCADE GAME IS

loved by the Japanese, uses a twin joystick controller and was released on the Saturn and Dreamcast. Three reasons that mean you probably won't have heard of multiplayer brawler *Virtual On: Marz*. It's now heading to PS2, with Sony's Dual Shock controller perfectly suited to the dash and shoot gameplay.

The dilemma is that, as a multiplayer game, you're going to need to link up your PS2 with another to experience the full arcade effect. Designed purely for mech junkies (the kind of people that bemoan the lack of anime classics in HMV) *Virtual On* is best described as what PSW terms 'hardcore'. Mechs can now become horizontal in mid air as opposed to merely jumping in the original. The harrier jump jet action means that the intergalactic environments are now bigger as well.

Luckily, Sega isn't insisting on a joystick peripheral this time around, increasing the chance of a Australian release. As a bonus, Sega has also picked to release it on a format with a secure future... Sorry, Dreamcast fans.



**MECH AIR** Jump jet capabilities are there for the taking.



**I GOT HIM** Nuclear blasts affect the toughest of mechs.



**ONE ON ONE** Re-spawn and seek revenge with rockets.



# PYJAMA PARTY

STEALTH GETS AN ANCIENT EASTERN FLAVOUR IN **TENCHU 3: WRATH OF HEAVEN**.

## ■ CREEP

### MORE SHOTS HAVE EMERGED OF THIS, THE FIRST TENCHU

The game's described as a 'stealth based ninja action adventure', which pretty much covers everything... Naturally it's vastly improved over its PSone predecessors, and promises much larger levels, more weapons, new special moves and a load of new multiplayer options. The new combos should add more than just extra eye candy, too, as judicious use of

throwing moves can shove enemies onto pre-positioned explosives, leaving you free to set about his mates. But of course, stealth is the idea, so you have special silent attacks and even jumping moves to take down enemies before they can pull their finger out of their nose and raise the alarm.

Completing each of the nine expansive levels with a measure of style earns you further abilities, and three differing enemy layouts per level means replaying is tougher than usual – how you chose to fight along

the way affects the ending, too.

Characters in multiplayer matches – which can be fought either co-operatively or as head to head deathmatches – can also be boosted by improving them in single-player, and certainly the ability to hang from the ceiling or throw grappling hooks will help matters immensely.

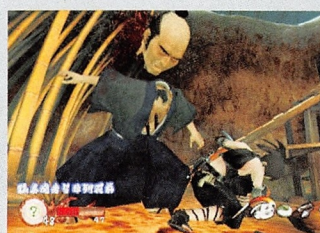
*Tenchu 3: Wrath of Heaven* will miss the Christmas rush, but will hopefully be sneaking up on us for April.



**CORNERED** Learning the guards' habits is key.



**POINTY FLYING STICKS** Quiet and very useful.



**TSK** Extreme violence but no blood. That's OK then



# I'M NOT THE SHERIFF

IN CAPCOM'S **RED DEAD REVOLVER**, YOU ARE THE LAST GOOD COWBOY.

## ■ RED OR DEAD

### WESTERNS CAN BE EXCITING, OFFERING

Clint Eastwood cool and the kind of sharp shootin' justice we all dreamt about when visiting Butlins' Wild West village. Westerns can also be bad, but only Bon Jovi has truly marred the reputation of the cowboy hero. Thank the almighty lord, then, that *Young Guns 2* isn't one of the films that has inspired *Red Dead Revolver*.

Playing Red, a regular Robin Hood of the Wild West, the third-person action allows

you to stealth around bars, partake in tense shoot-outs and even take control of a horse. As well as guns, a trusty whip can be used to take people alive, handy as you'll work as a vigilante in the added bounty hunter mode. When all law enforcing weapons have disappeared, bloody fist fights are naturally the only way forward. PSW is secretly hoping that we'll be able to drag criminals along a bar and then crack a bottle of Jack Daniels against their head. Recreating the scene in the bars in Newtown just doesn't quite have the same appeal.



**GHOST TOWN** This town ain't big enough for...hello, hello!



**BILLY THE KID** Wanna see a six shooter kid?



**HOWDY PARDNER** Expect plenty of reloading during play.



**HEY GOOD LOOKIN'** What you callin' me you fudge bandit?

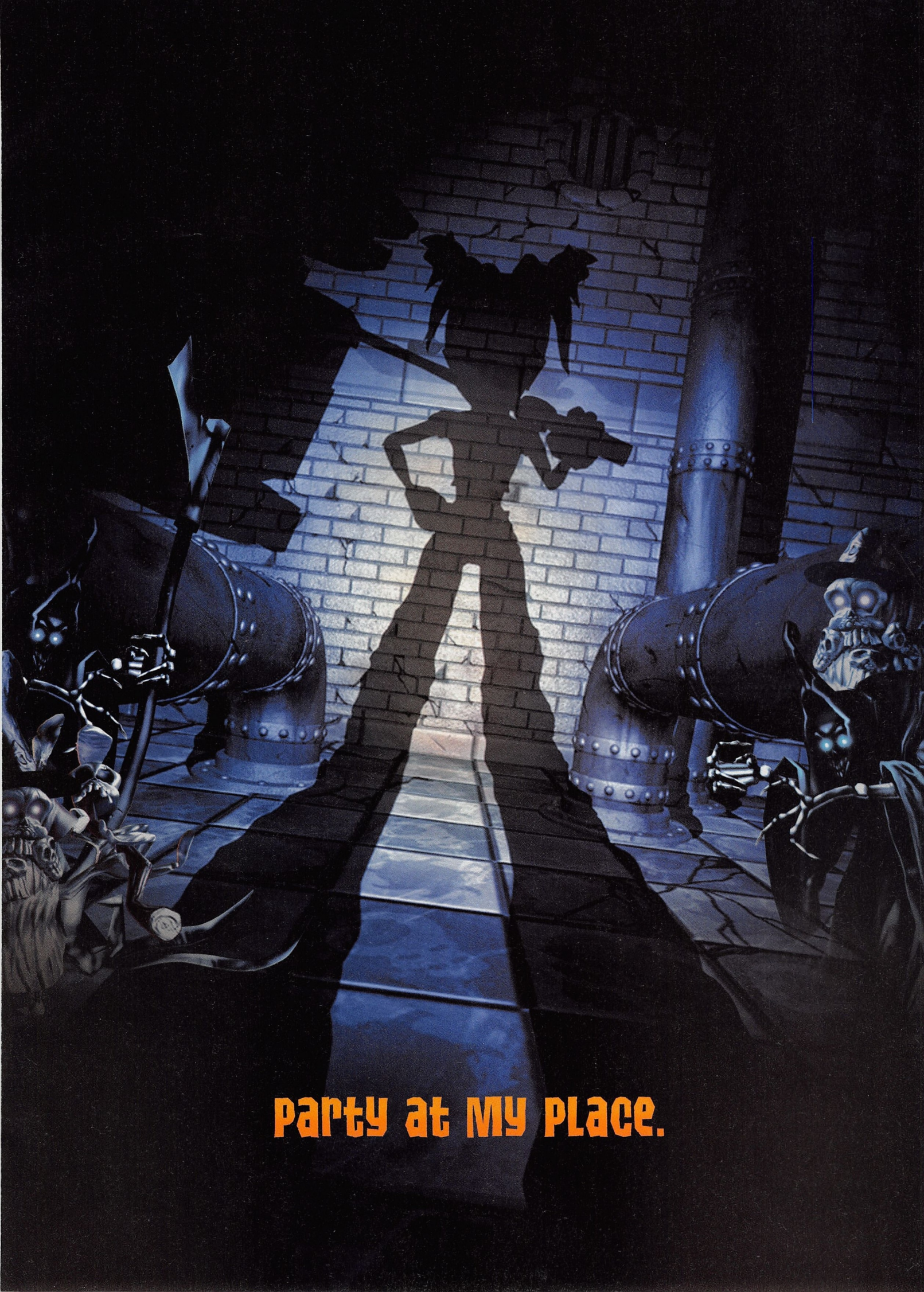


**QUICK DRAW MCGRAW** Dirty Mexican bandito.



**HOT DANG** It's like one OK Corale after another.





**party at my place.**



## GLOBALINSIDER

### POLYPHONIC NEWSTONES FOR DOWNLOAD



#### / EVERYBODY IN DA HOUSE

Ministry of Sound BPM: Build Play Mix is looking to build on the MTV Music Generator style of game with a title that boasts six cutting edge tracks for you to tinker with and completely remix in your own style. Thousands of samples used by some of the most respected artists in the business will be included enabling to scratch and spin your very own phat choons.



#### / ALL-STARS: THE RIVALS

Capcom Fighting All-Stars (above) is a new fighting game from... Capcom, that teams up a load of its legendary characters in a new rumble. Strider Hiryu is in it, as is the ace Mike Haggar from Final Fight, along with Chun-Li, Ryu and many more Capcom celebs. It's all in 3D, you know. And only in the arcade right now, but expect a PS2 version in, ooh, about two years.

#### / GRID LOCKED

Despite being the most boring sport on the planet those F1 games just keep on coming. Next up will be Infogrames' Grand Prix Challenge. Based on the 2002 season it will feature all of the drivers and cars from the current season which will probably have finished by the time the game hits the shops enabling you to recreate the entire year in your own vision by stacking Schumacher into the very first wall and handing Montoya the victory on a plate.

#### / PS2 WINS

Hardware sales newsflash! At time of going to press Sony has shifted 500,000 PlayStation2 consoles in Australia. That's one PS2 for every 40 people in the country. Which is rather good news for everyone really. In the period March through September this year, there were just under 200,000 PS2s sold. By comparison, Xbox sold half that and Gamecube less than half again. Hurrah for PS2!

# BOARD GAMES

CAN THE CLASS OF PRO EVOLUTION SOCCER 2 RUB OFF ON THESE TWO SPORTING NAMESAKES FROM THE KONAMI STABLE?

#### ■ EVOLVING

##### IN A CRAFTY BIT OF PRODUCT ASSOCIATION

Konami has decided to brand its two new extreme boarding titles with the Evolution moniker that has served its world beating soccer game so well. It's a clever move as the previous ESPN snowboarding games got buried beneath an SSX Tricky landslide. Evolution Snowboarding combines the straightforward trickery of previous versions with SSX-esque – try saying that three times without sounding like you've got a lisp – downhill racing and Shaun Palmer/Dark Summit-styled objective based challenges. Chases and running – shouldn't that be sliding? – battles through unlikely areas such as Chinatown will break up all of the usual combo-

chaining points scoring and breakneck snow slidery.

Evolution Skateboarding on the other hand has decided to sprinkle some traditional shooting game staples into the Tony Hawk flip 'n grind mixture. Master eight huge ramp and rail filled levels, perfect your trick-linking repertoire, then take on a huge end of level boss in each of the areas. Giant spiders and runaway trucks need to be stopped with a combination of trick mastery and using your board as an offensive weapon. With Pro Evolution Soccer 2 finally managing to stand out from the footy crowd and become the public's number one choice, can Evolution Skateboarding and Evolution Snowboarding do the same in their Tony Hawk/SSX dominated worlds?



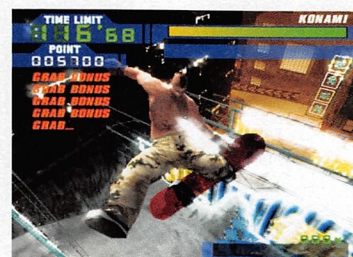
**EVO STICK**  
This man is wasting his life with a child's toy.



**SNOW GLOW** It's like the red arrows on ice but a bit slower.



**BAD SPORT** Falling over is bad. See games do mirror life.



**TOPLESS** This man has to be a Geordie to go sans t-shirt.

## WIN!

#### ■ COMPETITION

Activision has teamed up with Sega to bring us the frenetic shooter, Gungrave, starring one of the strangest heroes of recent times. Admit it, you've always wanted to be a dead guy with a coffin on your back, haven't you? You can read more about the game on page 55, but in the meantime why not try your hand at winning one of the five copies Activision has sent us to give away. Simply answer the following question on the back of an envelope for your chance to win. The more witty and inventive your answer, the better!

Q. Why would you carry a coffin on your back?

Send your entry to:

A Grave Matter  
PSW  
78 Renwick St  
Redfern 2016





COME OVER AND  
GET HAMMERED.



Featuring

**NO DOUBT's**

Gwen, Tony, Tom and Adrian as the  
voices of Malice and her cronies!

# MALICE

**BIG HAMMER, EVEN BIGGER ATTITUDE.**



**COMING SOON**



PlayStation 2



© 2002 Sierra Entertainment, Inc. All Rights Reserved. Sierra and Sierra logo are trademarks of Sierra Entertainment, Inc. Malice © 2002 Argonaut Software Ltd. All rights reserved. Malice, Argonaut and the Argonaut logo are trademarks of Argonaut Software Ltd. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.



# otaku Alley



## GUILTY GEAR X2

Despite their limited circulation, fans of 2D fighting games have been singing the praises of the *Guilty Gear* series for some time now and this latest sequel looks like it will continue to please. In terms of visual flair, *GG X2* looks utterly amazing and incorporates some of the most inventive character designs you're likely to see in any kind of fighter anywhere. Of course, underneath the looks lies an excellent combat system far superior to anything recently produced by the *Street Fighter* franchise. Seriously, if fighting's your thing, then you'd do well to track this game down when it's released in the States next year.



## CHAOS LEGION

Capcom have recently released new details on their upcoming 'fantasy opera', *Chaos Legion*. From what we can tell, the game focuses on large scale, RPG combat and allows the player to summon large armies of the eponymous *Chaos Legion* to do battle with other monsters who are apparently up to no good. Other than that, Capcom are promising strong characterisation and a tragic, gothic plot. In practice, that'll probably entail a sappy love story set in some grimy dystopia – but, hey, at least they're trying.



## SUIKODEN 3

For those interested, Konami's long awaited RPG, *Suikoden 3*, has been given an English release in the US and is garnering rave reviews from almost all sections of the American gaming media. Hopefully this'll influence the powers that be to give the game a chance in PAL territories. Pretty please, Konami?

## cosplay

Cosplay is a term short for 'costume play' and refers to the hobby whereby devout otaku make and wear costumes based on their favourite game or anime character. Although mostly practiced in Japan, cosplay has taken off in the US and there are now several websites devoted solely to American Cosplayers. Australia, (un)fortunately, seems to have a relatively tiny cosplaying population, although the recent increase of national anime

conventions has seen the number rise somewhat over the past couple of years.

As a rule, most cosplayers are pudgy females that don't look anything like the character they are portraying. In real life, cosplayers are relatively normal individuals and easy to talk to provided you don't make the stupid mistake of asking them about *Cowboy Bebop*, *Final Fantasy* or any other otaku mainstay. Online, however, they are to

be avoided at all costs, for it is there that they turn into monsters of grotesque cuteness who seemingly can not type a single line without using the fffii emoticon. They end every sentence with the word 'ne' and talk at length about the new J-pop action figure they bought on eBay for hundreds of dollars. If you stumble into a cosplay IRC room and lose your sanity as a result, then remember – we warned you.

### ANYWAY, ON TO THE PHOTOS!



**SOPHITA** Unable to make money by fighting, Soul Caliber's Sophitia has taken to whoring herself to McDonalds. Oh the shame of it all.



**PSYLOCKE** Monster thighs + Tight lycra = Horror for all



**LULU** Lulu is, like, totally gothier than you, dude!



**CHUN-LI** Okay. So maybe there's an upside to Cosplay after all!



**TIFASQUALL** It's Squall and his 40 year old mother. Oh wait, that's Tifa...



**SEPHPUMPKIN** Pumpkin Sephiroth. Not Cosplay per se, but utterly insane nonetheless.



**HUM?** A piece of paper stapled to the face and a chainsaw- best costume ever? We think so.



**RESEVIL** Look, it's the Resident Evil gang! Now aren't you glad they went to Nintendo?





SNAPS "This is me on the beach. This is me by the pool..."



NICE, BUTT Yes, but do you ever see her pants?

## A TIME TO KILL

THE PS2'S OWN FREDDIE KRUEGER RETURNS. SCISSOR MAN IS BACK IN **CLOCK TOWER 3**.

### CHILLING

THE FIRST TWO CLOCK TOWER GAMES appeared on PSone to a mixed reception. Feeding off the popularity of the *Resident Evil* games they presented players with their own version of survival horror courtesy of slasher maniac Scissor Man. Unfortunately while the premise intrigued the actual gameplay amounted to nothing

more than clicking on certain items or characters and moving them around a bit. Why are we still bothering to tell you about the latest addition to a below average series? Because survival horror specialist Capcom has taken over for this third edition.

With the geniuses behind the *Resi*, *Onimusha* and *Devil May Cry* on board this could be the injection of quality that the

series needs. All we know about the story at this time is that the lead character is a young girl called Alyssa who lives in 1900s London and is surrounded by a number of unsolved murders. She begins the game as a frightened young girl, as you'd expect, but gradually grows into her role as an unsuspecting demon hunter. More news on this should be filtering through over the coming months.

## RUN RINGS AROUND THE WORLD

Z.O.E: THE SECOND RUNNER CLATTERS EVER CLOSER.

### GET SET

#### IF YOU OWN A COPY OF THE ORIGINAL *ZONE*

*Of The Enders*, chances are you bought it because it also – sneakily – featured the first playable demo of the long awaited *Metal Gear Solid 2*. The game looked absurdly good, but sadly wasn't in Snake's league. *The Second Runner* doesn't have the luxury of carrying a demo for one of the year's biggest games, however, so it's aiming to make up for in other ways. Once again Kojima (honourable Snake father) and Yoji Shinkawa have got together to create the hottest bot action since J-Lo – battles are bigger now, we're promised, and you'll fight multiple enemies simultaneously instead of the polite queues

of old. By now it's 2174, and you're back in the Jehuty, the most powerful of all the 'orbital frames' – massive robots by any other name. The Jehuty has new abilities to throw enemies, preferably into yet more enemies, and a far larger selection of weapons with which to dent them from afar.

Shield systems can also be used offensively, and if all else fails there's always the new teleportation device to get you the hell out of there. Once again, the problem of collateral damage is very real, and big fights can destroy cities rammed with civilians and lay waste to acres of forests. Which is nice.

*Zone Of The Enders: The Second Runner* is due out in March. See the massive new trailer on next month's DVD.



STANDING IN A ROW-BOT Thank you very much.



BIGGER AND BETTER The Jehuty is much improved.



OH Cities and forests? Must be behind that brown lump.



SPARKLY PRONGS Flashes of light oooooohh look nice.



OH YES When robots lick each other's batteries.

## WIN!

### COMPETITION

Ok, so the game wasn't much cop. In fact, it was crap. Which is lucky since we're not actually giving it away. Instead we've got a bunch of prizes related to *Men In Black 2* the movie. There's the film on DVD of course, plus an MIIB t-shirt (size XL), an MIIB CD case (holds 12 discs) and an MIIB clock (which is oddly rounded and rather lovely). Five packs are up for grabs!

Simply answer the following question on the back of an envelope for your chance to win. Try to be funny, please!

Q. Which famous Australian is an alien? And why?

### SEND YOUR ENTRY TO:

MIIB Comp  
PSW  
78 Renwick St  
Redfern 2016





# Dialogue



GET IT OFF YOUR CHEST!



## / FIND A HORSE

I just wanted to know why there aren't any horse racing games out on PlayStation2 in Australia yet? In Japan, Tecmo has created many horse racing simulation games that have made it to America but never here. I know many people would find a horse racing game boring, but in Australia this is one of the most popular sports. I'm not saying that an Australian company should start making horse racing games (even though that would be good) but we should at least be importing the games here. One simulation game that has great graphics is *Gallop Racer 2001*. This game was a big success in the U.S and in Japan. So let's hurry up and bring horse racing to PAL.

King Kirk,  
via email

It's economies of scale, my friend. The potential Australian market for a horse racing sim just isn't big enough to justify the expense of a PAL version. Even games based popular sports such as soccer only sell in relatively small quantities in Australia. Besides, horse racing games – even the big selling ones like *Gallop Racer* – are crap.

## / GET THE SHORT END

Just set me straight, is there or is there not a rugby league game coming to PS2? I have heard so and it was meant to be out on PC for the semi-finals and early to mid next year for PS2. What can you tell me? Also, is there any planned update for *Cricket 2002* and *Rugby 2002*? Unfortunately us Aussies seem to get the short end of the stick when it comes to our sports. Will companies ever give up on making similar games to each other, like the endless soccer, NFL, basketball, ice hockey etc? Do we really need 100 soccer games all promising the same thing? At least give us a crap version of rugby league! I would fork out the bloody hundred bucks for the thing and I am sure there would be a lot more fans of the game here and abroad who would too.

Danny A.



It's the same situation with rugby league as it is with horse racing. I'm afraid. The good news is that EA Sports has just announced the development of a new rugby title, unsurprisingly called *Rugby 2004*. It'll be out late next year.

## / CAUGHT MY EYE

I'm here to rant about the EVILCUBE, a.k.a. Gamecube, after three - count 'em, three - of my friends bought it over the holy PS2. I mean, they've all bought *Super Smash Bros Melee* and some other games (all made for four year olds, of course). Then I had a look through one of their magazines and saw something that caught my eye. *Final Fantasy*. AAARRRRGGGGHHHH! Then, on the same page, *Resident Evil*! Could it get any worse? Where do you stand in this whole issue?

On a comical note, they're not getting *Metal Gear Solid Substance* or *Lord of the Rings*, are they?

Lawrence Stormonth,  
via email

Yes, it's true, there is an FF game coming out on Gamecube. But fear not, Square still considers the PS2 it's most important platform. *Resident Evil* is a different situation. Gamecube is getting the next in the series, plus remakes of all the previous titles, and the PS2 will miss out on all of them. However, Capcom is developing *Resident Evil Online* for PS2, so you haven't seen the last of Raccoon City on your sleek black box. *MGS* and *LOTR* are out first on PS2, too.

## / LOTS OF OTHER GIRLS

My girlfriend really loves *Space Channel 5*. I thought 'fine, she's just a weirdo girl who likes games' and thought nothing more of it. Then, while talking to my sister about this, I discovered SHE TOO loves *Space Channel 5*! Over the last few months I have been doing research, and have discovered the LOTS of other GIRLS like *Space Channel 5* too! So my message to all single, lonely male videogamers is this – make a big

deal about loving *Space Channel 5*. It makes girls like you more. This has been a public service announcement.

Martin Dacre,  
via email

We like *Space Channel 5*. If only we knew some girls.

## / HOW GREAT YOU ARE

Why don't you print lots of letters from people saying how great you are? All the other mags do. Every month. I need to have a sick bag on standby when I read them. Or is it just that you don't get any letters saying PSW is great? If so... PSW is great!

Mark Dawes,  
via email

No, we never get letters saying we're great, just lots of letters saying PSW "rulezzz". Is that good or bad? Kids these days, they speak a language of their own.



SUMMER'S HERE It's time for some office cricket!



## SHORT CUTS

I emailed you recently with a review, if you did get to read it I hope you liked it and I have decided to do another one, this time on 'State Of Emergency'.  
Maxx?  
Gavin Nash

The Gamecube isn't even a cube! It's got longer sides than the front and back.  
Jake Jones

Will The Getaway feature the dance track 'Getaway' by Maxx?  
Paul Freidel

Shoddy, half-finished, badly designed, glitchy and the controls didn't even work.  
Neil Harcourt

I just get a disc read error every time.  
Liz Jones



SEND YOUR THOUGHTS TO:

Dialogue  
PSW  
78 Renwick St,  
Redfern NSW 2016.  
psw@next.com.au

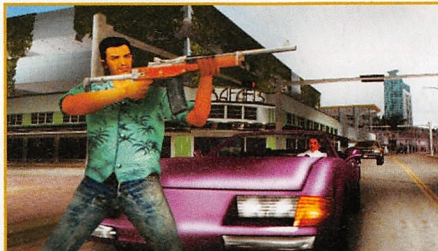


# AUSTRALIA'S MOST WANTED

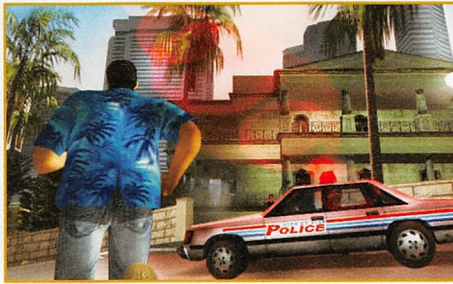
YOUR MOST ANTICIPATED GAMES IN ONE CONVENIENT LIST! VOTE NOW - VOTE OFTEN! EMAIL YOUR TOP FIVE TO PSW@NEXT.COM.AU

## 1. Grand Theft Auto: Vice City

To the barely contained shock of almost no one at all, Rockstar's Grand Theft Auto follow-up, Vice City, emerged as the first winner of your most wanted poll, scooping a scientifically calculated 93.58% of the vote. This is not, strictly speaking, true. But Vice City did sit at numero uno on practically every voter's top five list. We commend your good taste since, as you can see from our review on page 56, it's really rather good.



■ TYPE: Action ■ DISTRIBUTOR: Take 2 ■ ETA: Now



## HAVE YOUR SAY!

We want to know what games you're most looking forward to. Help us decide which games to cover each month! So send us an email listing the five games that have got you drooling with excitement. Each month, we'll tally up your votes and print the top ten on this page here. Tell us why you want a particular game and we'll include our favourite comments, too. One lucky entrant will win a game collecting dust on the editor's desk, so make sure you include your name and postal address. Send your votes to: [psw@next.com.au](mailto:psw@next.com.au)

## 2. Tony Hawk 4



■ TYPE: Sports ■ DISTRIBUTOR: Activision ■ ETA: Now

## 3. The Getaway



■ TYPE: Action ■ DISTRIBUTOR: Sony ■ ETA: Dec

## 4. Devil May Cry 2



■ TYPE: Action ■ DISTRIBUTOR: THQ ■ ETA: March

## 5. Metal Gear Solid: Substance



■ TYPE: Action ■ DISTRIBUTOR: Infogrames ■ ETA: 2003

## 6. Silent Hill 3



■ TYPE: Adventure ■ DISTRIBUTOR: Infogrames ■ ETA: 2003

## 7. Contra: Shattered Soldier



■ TYPE: Shooter ■ DISTRIBUTOR: Infogrames ■ ETA: TBA

## 8. BMX XXX



■ TYPE: Sports ■ DISTRIBUTOR: Acclaim ■ ETA: TBA

## 9. X-Men: Next Dimension



■ TYPE: Fighting ■ DISTRIBUTOR: Activision ■ ETA: Dec

## 10. Soul Caliber 2



■ TYPE: Fighting ■ DISTRIBUTOR: TBA ■ ETA: TBA



PLAYSTATION WORLD

# essential



THE PS2 GAMES YOU  
SIMPLY MUST OWN



PlayStation 2	Aggressive Inline	SLES 51200
PlayStation 2	Medal Of Honor: Frontline	SLES 51200
PlayStation 2	Frequency	SLES 51200
PlayStation 2	Rez	SLES 51200
PlayStation 2	V8 Supercars Race Driver	SLES 51200
PlayStation 2	Metal Gear Solid 2	SLES 51200
PlayStation 2	Silent Hill 2	SLES 51200
PlayStation 2	Gran Turismo 3	SLES 51200
PlayStation 2	Virtua Fighter 4	SLES 51200
PlayStation 2	Project Zero	SLES 51200
PlayStation 2	Ratchet & Clank	SLES 51200
PlayStation 2	Jak & Daxter	SLES 51200
PlayStation 2	Deus Ex: The Conspiracy	SLES 51200
PlayStation 2	Timesplitters 2	SLES 51200
PlayStation 2	Burnout 2	SLES 51200
PlayStation 2	Pro Evolution Soccer 2	SLES 51200
PlayStation 2	Grand Theft Auto 3	SLES 51200
PlayStation 2	Tony Hawk's Pro Skater 4	SLES 51200
PlayStation 2	Final Fantasy X	SLES 51200





## Ico

**DISTRIBUTOR:** Sony  
**REVIEWED:** Not Reviewed

**A** minimalist masterpiece, *Ico* is as stripped back as videogames get - no onscreen icons, not much of a plot, scant dialogue, few fights and a handful of puzzles. Yet, effortlessly and elegantly, it manages to capture your imagination and touch your heart in ways you never expected a videogame could do. Meanwhile the exquisite coherence of the level design results in one of the most memorable and involving gameworlds you'll ever explore.



**HIGHLIGHT:** The emotional bond you'll quickly form with the fragile Yorda is one you'll never forget. *Take my hand. Hold it tight. You're safe now...*



## Virtua Fighter 4

**DISTRIBUTOR:** Sony  
**REVIEWED:** Not Reviewed

**S**ega's seminal 3D fighting franchise has consistently been acclaimed as something of a "thinking man's beat 'em up". Played at a pace slower than its rivals, it allows a more cerebral approach to the idea of kicking someone's head in. Now in its fourth iteration - and first on PS2 - it's looking more gorgeous and playable than ever. Phenomenal fighter AI means it's just as challenging for the solo brawler than when two flesh and blood players are pitted together. Superb.



**HIGHLIGHT:** The addictive Kumite mode is a brilliant addition to the single-player's repertoire. It's like having your own martial artist tamagotchi!

# PS2 playstation world's essential twenty PS2

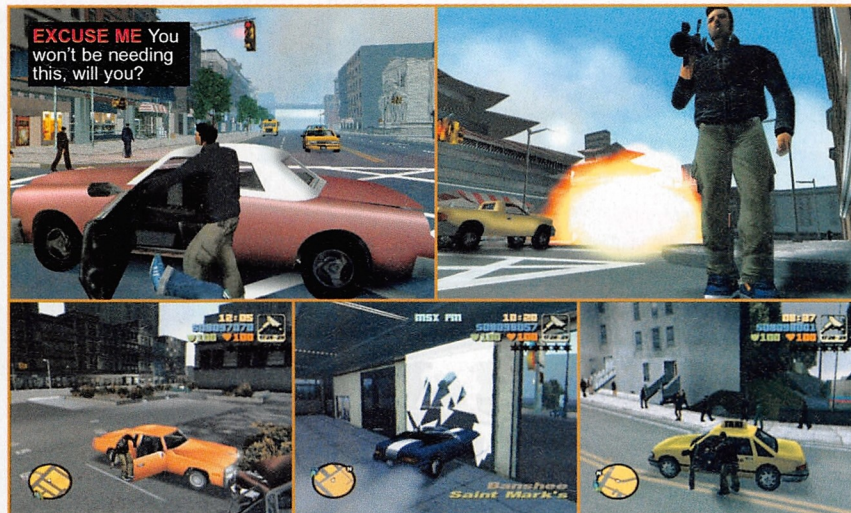


## Tony Hawk's Pro Skater 4

**DISTRIBUTOR:** Activision  
**REVIEWED:** Issue #7 **SCORE:** 9/10

**W**e could, if we were smart-arses, simply say this is *Tony Hawk 3* but better in every conceivable way. Since our arsers are indeed smart (*You should see mine!* - GC), then we will say it. The wildly varied challenges, the absence of a time limit, the absurd mini-games, the flatland trick system, the expansive environments, no matter where you look *Tony 4* does it better than ever. Check the review from page 72 for the full analysis of skateboarding heaven.

**HIGHLIGHT:** According to our resident extreme sportist, John Dewhurst, the primary appeal is on showing off how much better you are than everyone else. And he's right, too. The cad.



## Grand Theft Auto 3

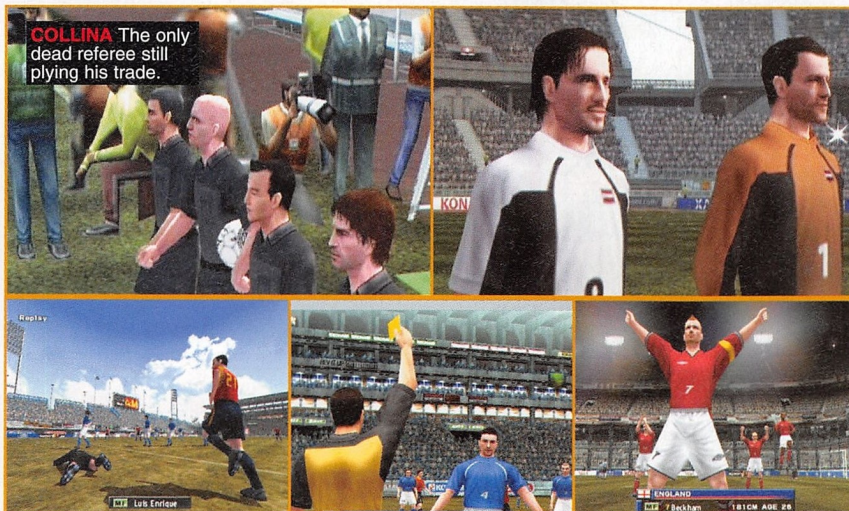
**DISTRIBUTOR:** Take 2  
**REVIEWED:** Not Reviewed

**U**nless you're some kind of fruity nut case who doesn't like soccer, *GTA3* is the best game available on PS2. Whether it's in the expertly paced story missions, the abundance of secrets and side quests, or the brutally casual violence, there's really something everyone can enjoy to be found on the streets of Liberty City. *Vice City* is perhaps a marginally better game overall, but nostalgia prompts us to pick the original over the imitator.



**HIGHLIGHT:** Discovering each of the side missions (the jumps, the packages, the rampages etc) for the very first time is a thrill that *Vice City* can't match.





**COLLINA** The only dead referee still playing his trade.

**CAPTION** Blah blah blah blah blah blah blah

## Pro Evolution Soccer 2

**DISTRIBUTOR:** Infogrames  
**REVIEWED:** Issue #7 **SCORE:** 10/10

**I**t's the game that meant this issue almost didn't get printed. Never has one game so dominated our playing time - nay, our lives - as much as *PES2*. Of course, it helps that we're all football fans here, but even the most devout anti-SBS zealot would acknowledge this is the most accurate and compulsively playable soccer sim to date. And if you actually happen to like the round ball game, it's simply as good as videogaming gets. Seriously.



**HIGHLIGHT:** Four player co-operative matches in the Master League. Genius. We're currently sitting 2nd in Division 2. Killar and Mpenza - what a strikeforce!



## Silent Hill 2

**DISTRIBUTOR:** Infogrames  
**REVIEWED:** Not Reviewed

**B**rooding psychological terror has never been so entertaining. *Silent Hill 2* upped the survival horror ante with a truly absorbing tale of one man's quest for redemption over the death of his wife. In doing so, he embarks on a painful and at times excruciating journey into the darkest recesses of his soul. The twin worlds of reality and illusion dissolve and merge before your very eyes as the narrative twists through the bleakest metaphors of love and loss.



**HIGHLIGHT:** It's a cliché, sure, but this game demands to be played in the quiet post-midnight hours. Your tired eyes and mind will have you jumping at the slightest sound and movement.

# PSUPSW playstation world's essential twenty PSUPSW



**CAR-NAGE** Only car lovers need apply.

Lap 2/2  
Best: 2:16.221  
Last: 2:16.221  
Lap: 0:33.032

## Gran Turismo 3: A-Spec

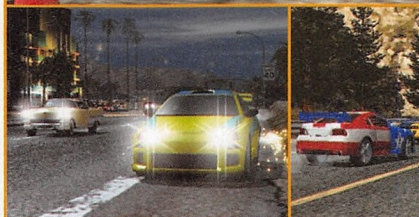
**DISTRIBUTOR:** Sony  
**REVIEWED:** Not Reviewed

**F**or serious car lovers, the third in the *Gran Turismo* series drives like a dream. With peerless fidelity to its numerous manufacturer sources, Polyphony's immaculate driving simulation is probably as close as you're ever going to get to fangling the real thing around at stupidly high speed. Though the AI could be improved, *A-Spec*'s structure is exemplary, the visuals are classy, and the sheer joy of completing that perfect lap keeps you coming back again and again.

**HIGHLIGHT:** The first time you switch from to manual transmission and actually manage to shave seconds off your previous best time. Be patient, it's definitely worth persevering.



**HATS OFF** The world's shortest witches met by the roadside.



## Burnout 2

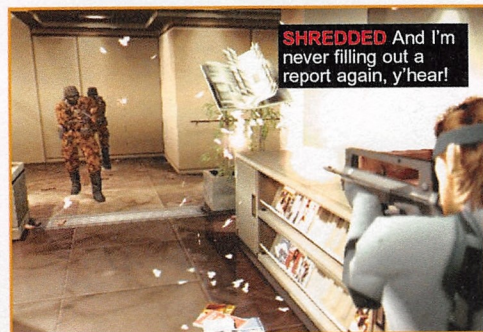
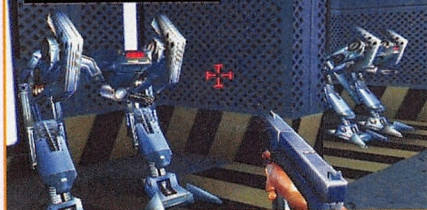


**HIGHLIGHT:** While chaining burnouts together across several perfect laps, the hypnotic high you attain is superior to any drug you could mention.

**DISTRIBUTOR:** Acclaim  
**REVIEWED:** Issue #6 **SCORE:** 10/10

**T**he original may have been a shortlived thrill but the potential was there for all to see. With this sterling sequel Acclaim has fulfilled all that potential - and much more. Insanely fast and gobsmackingly gorgeous, *Burnout 2* is as good an arcade racer we've ever seen. The brilliant and rewarding play structure, spectacular crashes, intuitive handling and host of game modes combine to create the best racing sim on PS2.





# Deus Ex: The Conspiracy

**DISTRIBUTOR:** Infogrames  
**REVIEWED:** Not Reviewed

**S**tealing the best of several game genres - shooter, RPG, adventure, stealth - and mixing them into a seamless whole, *Deus Ex* is a remarkable achievement in game design. It succeeds by giving you so many different ways to solve each problem: go in guns blazing, sneak past enemies, hack the computer systems, or simply talk someone round. Better yet, you can upgrade your character to suit your preferred style of play.



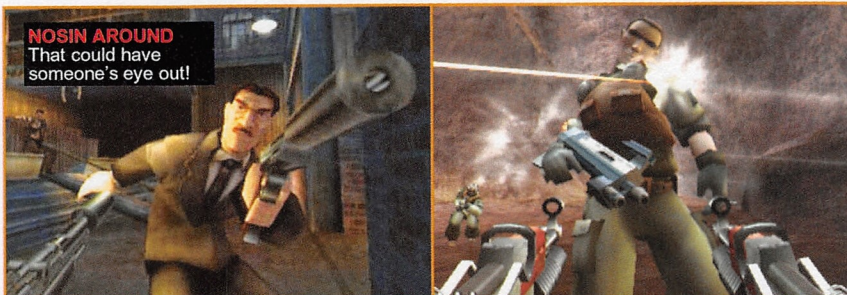
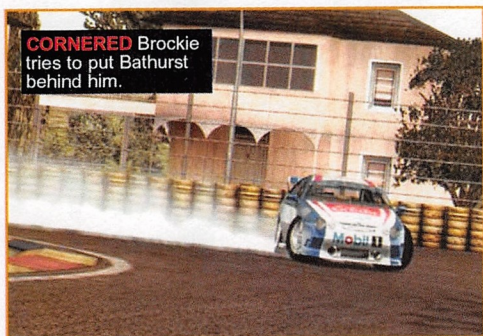
## Metal Gear Solid 2

**DISTRIBUTOR:** Infogrames  
**REVIEWED:** Not Reviewed

Okay, Raiden may well be a fey, mop-haired buffoon who doesn't deserve to polish Snake's boots (or even trim his mullet), but - rather unbelievably - that doesn't prevent *Sons of Liberty* being a hugely entertaining stealth 'em up. It's all in the little details, you see - shooting out guards' radios, for example. The array possible actions never fails to impress, while the bravely idealistic and exhausting narrative grips in all the right places.



**CORNERED** Brockie tries to put Bathurst behind him.



# V8 Supercars Race Driver

**DISTRIBUTOR:** Infogrames  
**REVIEWED:** Issue #4 **SCORE:** 9/10

**F**ar from the most graphically polished game on PS2, *V8 Supercars* instead relies upon the old-fashioned fun factor to win you over. So it's just as well that it delivers FUN in bucket loads as well as capital letters. The bash-and-barge interplay of real touring car racing is replicated to enormously satisfying effect, a far cry from the sterilised perfection of Formula One sims (and possibly *GT3*, if we're being harsh).

**HIGHLIGHT:** How could we go past Mount Panorama? The pinnacle of Aussie motor sport proves better here than it is in real life. Probably.



# Timesplitters 2

**DISTRIBUTOR:** Infogrames  
**REVIEWED:** Issue #4 **SCORE:** 10/10

**N**ext to *Pro Evolution Soccer 1&2*, *Timesplitters* and its glorious sequel have eaten into more “getting the mag done” time than any other game. Single-handedly sufficient to make a multi-tap an essential purchase, *T52* deathmatch offers unrivaled multi-player shenanigans. Your vocabulary of swear words will exponentially expand thanks to its fiercely competitive nature. Incidentally, the single-player missions are damn fine, too.







**NECKLESS** D'you think Auron's hiding a hickey under there?

## Final Fantasy X

**DISTRIBUTOR:** Sony  
**REVIEWED:** Issue #1 **SCORE:** 9/10

**E**ven the word epic doesn't quite seem to do justice to Square's long-running role-playing series. One PSW writer clocked up over 100 hours in finishing the main quest without really getting side-tracked by the host of peripheral adventures on offer throughout FFX's expansive world. The combat may get tedious, but you won't care as you're swept along by the involving storyline. You'll consider Tidus, Yuna, Auron, etc close friends by the end of it.



**HIGHLIGHT:** When Lulu leans forward, victorious at the end of a fight, and shows us her, um... Sorry. Finally killing Seymour is what we meant to say.



**TRANCELIKE** Brings new meaning to the term "freaky".

## Frequency

**DISTRIBUTOR:** Sony  
**REVIEWED:** Issue #4 **SCORE:** 9/10

**W**ith the release of *Frequency*, rhythm action games came of age. Sony's in-house team performed wonders in adapting the basic addictive premise of pressing buttons in time with music to the kind of deep and compelling reward structure we expect of full-priced games today. Unlocking each new track is a terrific incentive. Switching between instruments provides just the right amount of freedom, while the freestyle scratching is an inspired option.



**HIGHLIGHT:** There's no one defining moment in *Frequency*. Rather the thrill comes from simply losing yourself in the experience. Once you're in that zone, it's an unbeatable pleasure.

# PSW playstation world's essential twenty



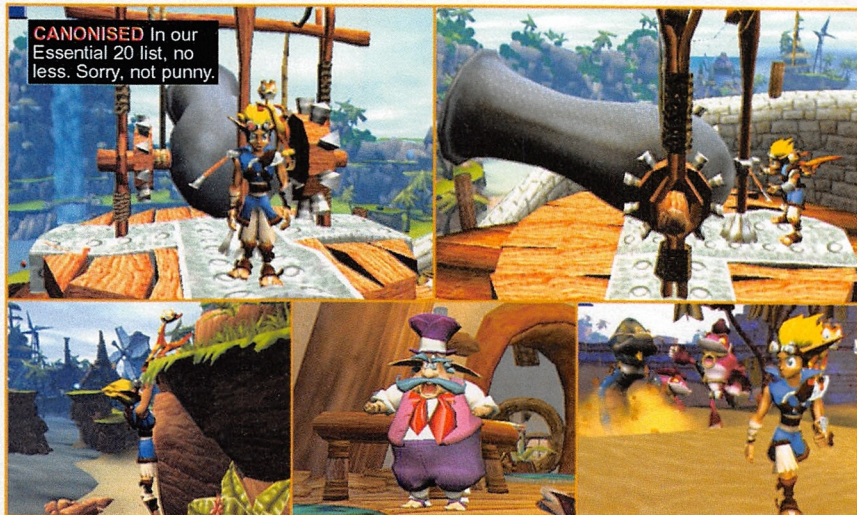
**HOW RUDE** You're ruining my photo shoot here, dude!

## Medal of Honor: Frontline

**DISTRIBUTOR:** Electronic Arts  
**REVIEWED:** Issue #2 **SCORE:** 10/10

**F**rontline pushes the PS2 so hard it's surprising not to see smoke pouring out of its vents. With visuals to amaze Michelangelo weep, sound that bombards the senses, and intuitive controls that play a sonata with your fingertips, it's even more than the sum of its exceptional parts. If you love getting caught up in a good film and really living the emotion, then this is your multiple Oscar winner.

**HIGHLIGHT:** The Omaha beach landing. First levels don't get much better than this. It doesn't sustain that same quality throughout, but we surely couldn't cope if it did.



**CANONISED** In our Essential 20 list, no less. Sorry, not punny.

## Jak & Daxter



**HIGHLIGHT:** More a technical achievement than game design, however the lack of loading pauses creates a world coherence unlike anything else.

**DISTRIBUTOR:** Sony  
**REVIEWED:** Not Reviewed

**T**welve months on and it's still the best platformer around. Developer Naughty Dog defied its past form (the simplistic Crash Bandicoot series) to bring us a free-form collect-and-explore-athon par excellence. Jak and especially Daxter prove immensely likeable protagonists and the world they inhabit is chock full of amusing characters and spectacular environments. The non-linear and hugely varied objectives are the real winner.





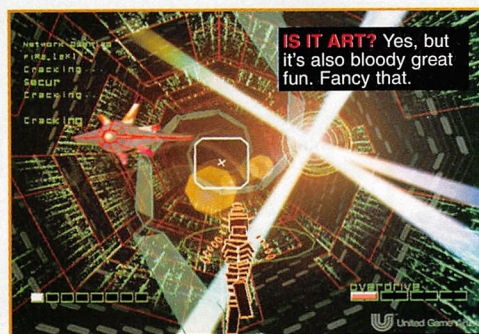
## Ratchet & Clank

**DISTRIBUTOR:** Sony  
**REVIEWED:** Issue #6 **SCORE:** 9/10

**B**uilding on the success of *Jak & Daxter* (in fact, it uses much of the same core game engine), *Ratchet & Clank* ventures into more shoot 'em up territory, but nonetheless captures the same effortless playability of its spiritual kin. The coolly inventive array of weapons and gadgets provide hours of experimental fun, while the engaging story keeps a smile on your face throughout. It isn't an easy game, but it is so easy to play.



**HIGHLIGHT:** The Hoverboard races? Clank ordering about his crew of computerised critters? Captain Quark's infomercials? Nah, it's the Glove of Doom!



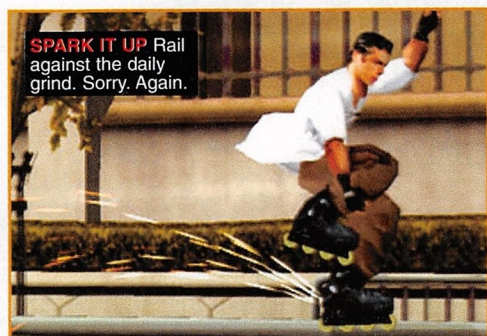
## Rez

**DISTRIBUTOR:** Sony  
**REVIEWED:** Not Reviewed

**A**n odd choice perhaps, but one we're more than happy to argue the case for. Sure, in essence, it's a limited, on-rails shooter of the most primitive variety. But - hey - it's bloody fantastic on-rails shooter at that. And when did someone decide they couldn't be fun any more? *Rez* is so much more than it first seems. It's the perfect synergy of sight and sound - a synaesthetic delight in which style takes substance out the back and beats it into submission. We love it.



**HIGHLIGHT:** The fact it's all over so quickly means you can restart, play it differently and see how it changes the whole experience. Utterly unique in every way.



## Aggressive Inline

**DISTRIBUTOR:** Acclaim  
**REVIEWED:** Issue #2 **SCORE:** 9/10

**I**nline skating may not carry quite the same cool cachet as skateboarding, but the first inline sim is more than a match for its virtual skateboarding cousins. *Aggressive Inline* beat *Tony Hawk 4* to the grind with its huge, open environments, non-linear play, lack of a fun-diminishing time limit, and genuinely rewarding objectives. The extreme sports genre needed a kick up the arse, and that's what this delivered.

**HIGHLIGHT:** Earning experience points to upgrade and personalise your skater in an RPG-stylee was a stroke of genius. Here's hoping other follow suit.



## Project Zero

**DISTRIBUTOR:** Take 2  
**REVIEWED:** Issue #5 **SCORE:** 9/10

**T**ruly terrifying games are few and far between. I mean, how scary can *Resident Evil* really be when you've got a shotgun to dispatch enemies? In *Project Zero* you've got nought but a camera to ward off teh evil that's lurking around every shadowy corner of this haunted Japanese mansion. The gruesome, twisted ghosts are a sight to behold, while the sepia colours and dramatic camera angles to their utmost to unnerve you. Spooky stuff.



**HIGHLIGHT:** The phantasmagorical photo album where you can save your favourite spectral snaps is a creepy, but lovely touch.



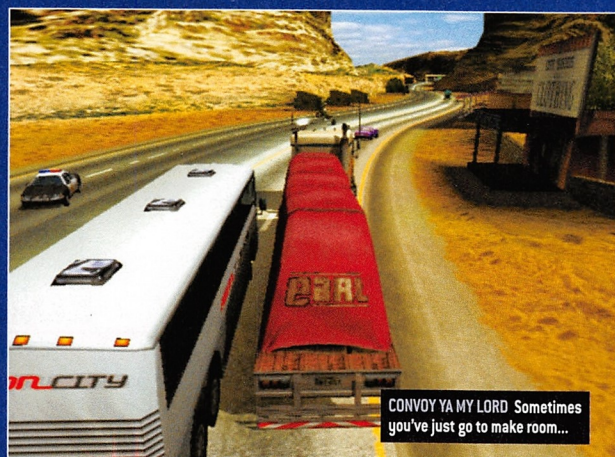
# "CAN YOU HANDLE IT FOR THE LONG HAUL?"

ETA  
DECEMBER  
2002

IT'S HUMOUR, JIM But not. Hang on, is that Lee's studded collar?



SMOKEY ON THE BONNET A combination of road excess and gun-happy bikers leads to disaster.



CONVOY YA MY LORD Sometimes you've just got to make room...

## BIG MUTHA TRUCKERS

NOW YOU CAN EXPERIENCE THE WILD LIFESTYLE AND SUN-BURNT ARMS OF A TRUCK DRIVER. YOU CAN EVEN TRADE COAL!

TYPE	DRIVING
DISTRIBUTOR	VIVENDI

GAME GLANCE
<ul style="list-style-type: none"> <li>/ Two main game modes</li> <li>/ Play as The Jackson 4!</li> <li>/ Hilarious radio stations</li> <li>/ Easy Rider-esque road hogs</li> </ul>

SEE IT ON DVD
---------------

<ul style="list-style-type: none"> <li>/ Get your motor running...</li> <li>/ Head out on the highway...</li> <li>/ Looking for adventure...</li> <li>/ And whatever comes our way</li> </ul>
---

**THEY'RE OFTEN WRONGLY** stereotyped in films as loutish and sexist, with appalling beer bellies and a dress sense that borders on the ridiculous. Yes, Queenslanders get a hard time in the glare of the media. But it's nothing compared to the misery and frustration that must be felt by long distance truck drivers.

Ostracised from society as a bunch of pornography-reading, illegal immigrant-smuggling, speed addicts, the role of a truckie is an essential one so often overlooked by us city tyrants who expect products on the shelf when we want them. So it's time for us all to take a step back and start appreciating these servants of the motorway. How

would we get our duck fondue microwave-dinner if it weren't for them? Thankfully developer Eutechnyx has decided to take the lead in this charm offensive by displaying drivers in a positive and honest light.

Well if you believe that then you'll believe that Roy Keane is a misunderstood Irish poet. *Big Mutha Truckers* exhibits long-haul drivers as the kind of aggressive, selfish, road-hogging swine we all know and love from so many terrible American road movies. And politically incorrect representations aside, it's all the better for it.

### DAY ONE ON BIG MUTHA

Taking control of one of the Jackson family of hauliers, *Big Mutha Truckers* (that name makes us

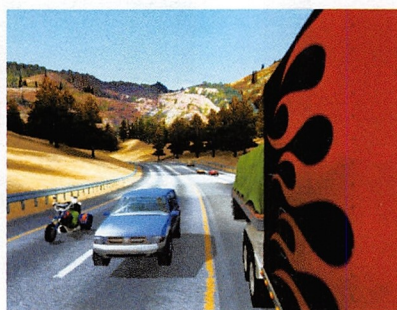
cringe every time...) offers up a choice of either BMT or Mission Mode. The former gives you the chance to move from city to city, trading products and racing rivals along the way, while the latter offers up a selection of individual and unconnected tasks such as racing a donor heart to a hospital in a nearby city.

The BMT mode is the main 'career' game, and should offer a fairly decent long-term challenge. Competing against your sibling drivers, you have to earn your wage by shipping commodities from location to location. Perhaps Greenback needs some coal, while Salt-Sea City needs some wood? It's up to you to get it to them before anyone else does. Bartenders in each location pass on valuable tips on what's needed in other cities, allowing you to stock up on products for your trailer and uppers for your journey (sorry...). Garages in each town allow you to repair and upgrade your 18-wheeler behemoth, as well as customising it as you see fit. Well we hope it will, as the customising section wasn't working yet.

The main problem with this preview edit of the BMT mode was that it seemed there's actually very little to do other than drive to a location, pick up the goods and ship them to their destination. Once you get there, you sell them and off you go again. The driving sections do look lovely, with a suitable blend of police, bikers out to shoot you, and oncoming traffic. The trucks, which vary slightly depending on which of the



RED LORRY YELLOW LORRY Well, red lorry coal truck really.

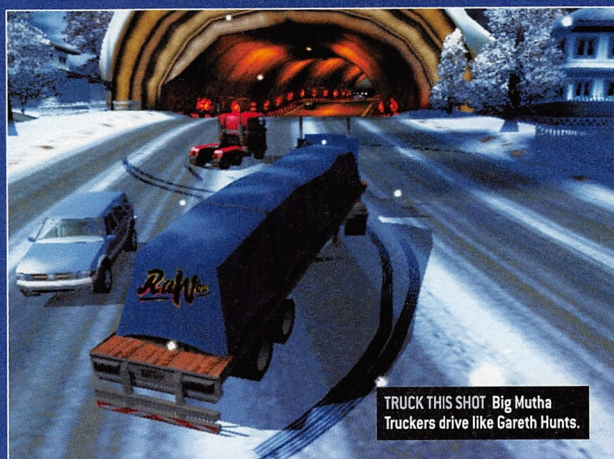


TRUCKTASTIC Set the open highway ablaze.





A LORRY LORRY LAUGHS Well, not in this scene anyway.



TRUCK THIS SHOT Big Mutha Truckers drive like Gareth Hunts.

## SHE'S A RIGHT DIRTY TRUCKER!

### IS TRUCKING STILL A HIVE OF BRUTISH MEN?

BOBBIE SUE JACKSON, THE SOLE FEMALE representative in *Big Mutha Truckers*, is hardly the stereotypical image of a lady on the road. She's certainly no Long Distance Clara. So what is life like for a woman entering such a bastion of masculinity? Well, according to the Class A Truckstop ([www.geocities.com/TheTropics/1608/main.htm](http://www.geocities.com/TheTropics/1608/main.htm)), the international home of truck driving, it's riddled with danger.

/ The first piece of advice – "Bad guys look for people who look down as they walk and who will not meet their eyes. Walk straight and look people right in the eye." If you were unsure, "bad guys" is trucker speak for those guys you see on the road that look bad. And this seems good advice for women in general, if only to prevent them from walking into walls and lampposts. Second piece of advice – "If you cuss, tell dirty jokes, flirt and lead men on, you'll get attention to be sure, but it won't be nice." It appears that the sexual liberation hasn't

hit truckland yet, and it's safe to say that no girls from Vaulcluse have yet moved into the trade. The final pearl of wisdom warns, "Because of the physical limitations most women have, compared to men, a woman must use her brain to keep her body safe!" Well that definitely rules any females from... Ahem, excuse us.

/ The website concludes with a beautiful tribute to the ladies of the road, and it's only fair that we share some. "She's transportation with a grin on her face, distribution with a cocked left eyebrow. She's progress with diesel fumes in her hair. She makes her living holding 10 tons of steel in her hands. She has highways in her eyes. She's a truck driver."

/ The Class A Truckstop paints the world of long distance driving as a dangerous environment riddled with untrustworthy male characters preying on vulnerable female workers. In fact, it sounds much like working on a videogame magazine!



REAL LADY OF THE ROAD Strong, determined, professional.



BOBBIE SUE JACKSON A clichéd and misogynist representation.

#### PSW PROPHECY

##### BEST BECAUSE

- ▲ There's some fantastically original touches in here
- ▲ The whole package oozes a Cannonball Run charm

##### WORST BECAUSE

- ▼ The driving sections can become tiresome
- ▼ Long-term appeal could be a problem

Jacksons you play as, are already handling authentically, with your trailer swinging around like a middle-aged sexually frustrated couple. Turn too fast and you'll jack-knife, causing your vehicle to skid into the roadside; go too slow and you'll take an age to manoeuvre round corners. And thankfully it doesn't appear to suffer from truck realism syndrome. Your bull-horn clad beast can fairly move, especially once you've upgraded it with some of the various nifty components available at the garage.

The major concerns as you plough along are the fuel gauge and the damage bar, which rapidly increases as you drive full force into oncoming traffic and take shots from renegade bikers. Despite being pacey with some excellent handling, the driving sections can get a little dull after a while, especially once you've traversed the same roads several times. Although there's still time to remedy this for the final release, it's difficult to see what can be done to radically improve the driving sections. Don't get us wrong, they're not bad, just slightly repetitive.

#### POOR WHITE TRASH

The game's second main mode, the mission mode

is much more throwaway but arguably more fun. Complete one mission to unlock the next is hardly a gaming revolution but the tasks are all good fun and take a few efforts to master. It's simple but addictive, with the different criteria for each mission mak The lack of damage bar in some missions initially tempts you to smash into any passing cars and bikers, before you realise that you'll never make the checkpoint unless you exercise a little discipline. Without any major strategy, the BMT mode lacks any brevity but we still found ourselves returning to it fairly often.

/ SIMON SINGLETON



"ONE NINE FOR A TRUCKER" The sad existence of a CB radio fan.



HAUL ASS Or, more preferably, wood or coal.

Despite playing nicely, looking great and sounding fantastic, *Big Mutha Truckers* so far lacks that bit of magic to make it a truly essential purchase. Just now, the mission mode offers some light entertainment, but not nearly enough to justify the purchase. However, if the career mode is bulked out, we may be looking at a distracting and extremely welcome, if rather lightweight addition to the PS2 driving stable. Unfortunately, just now it's not quite a Yorkie bar, more a Chomp.



# "YOUR SPINE IS MINE!"

ETA  
FEBRUARY  
2003



## MORTAL KOMBAT: DEADLY ALLIANCE

THE KING OF KONTROVERSIAL FIGHTERS IS KOMING. KRUMBS.

TYPE	FIGHTING
DISTRIBUTOR	ACCLAIM
GAME GLANCE	
/ Real world/mystic arenas / Gambling sub games / 24 human/alien fighters / Swords, knives and a spear on a string	

**MORTAL KOMBAT USED TO BE BIG,** so big that even *The Simpsons* joked about it. That was back in 1992. Two dreadful movies later, and several poor PSone diversions from the basic one-on-one fighting formula, and *Mortal Kombat* fell from grace quicker than a rapidly deflating hot air balloon carrying Peter Andre and Nudge from *Hey Dad*.

Ready for a career-rocketing revival, the most murderous fighter is set to return, having studied the form of *Dead or Alive*, *Tekken* and, most obviously, *Virtua Fighter*. Visually, *Mortal Kombat* manages to stand proud but it's the added arena hazards that bring fresh ideas to the genre. Find yourself backed up against a wall, for example, and

you can throw your opponent towards a fountain spitting face-melting acid. Nice.

Tag team and practice modes are essential fighting options, but there's also a hefty plot to *Mortal Kombat* which is played out through cut-scenes before every brawl in Arcade Mode. In between, mini-games offer a chance to experience the training endured by real life martial artists. The first mini game asks you to destroy objects as quickly as possible, while another asks you to keep your eye on a moving item and pluck it from the pack like a pot-shuffling magician. Success will grant you 'kurrency' which will allow you to gamble, unlock hidden characters and new arenas. These arenas vary from gothic castles to foggy

swamps and are far more ominous than the picture postcard backgrounds usually found in big league fighters.

The guts of the combo intensive action is similar to *Virtua Fighter*, with each of the 24 characters having two attack stances available and a selection of finishing moves. That's right, the fatalities are back. This is where you'll spend most of your time, perfecting the quite gratuitous final manoeuvres to really rub salt in the wounds (no, that's not a fatality) of your suffering opponent. Removing spines, hearts and heads from is particularly satisfying, but ultimately means that, like *GTA Vice City*, an 15+ certificate is likely.

/ RICHARD MELVILLE



SUPER SMASHING GREAT Learning massive combos is essential.



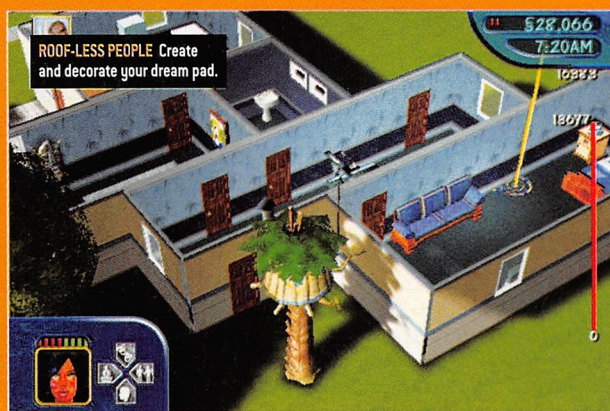
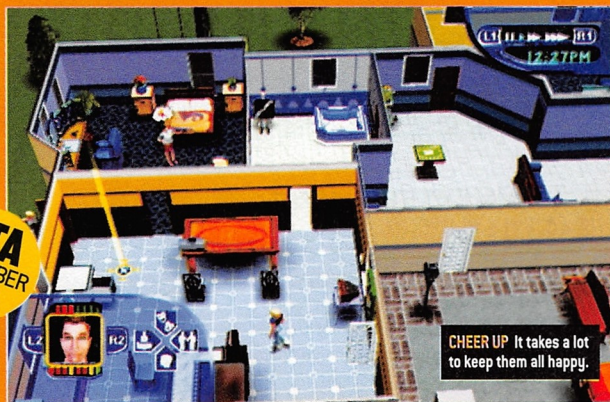
YOU'VE PULLED Scorpion's spear on a string seduced everyone.

### FIRST OPINIONS

PSW

With *Tekken* and *Virtua Fighter* reaching their fourth iterations, it's about time *Mortal Kombat* returned to offer some violent tongue in cheek combat. The impressive arenas and selection of super-human pugilists look promising but we're concerned about the depth of combat. We won't tolerate button-bashing fighters and don't get out of bed for anything less than 20 hit combos. Nevertheless, a sparkling return to form could be on the cards.





IT'S YOUR TURN TO BE THE GOD IN THE MACHINE – TAKE CONTROL OF A WHOLE TOWN'S WORTH OF VIRTUAL PEOPLE. AND HUMILIATE THEM. JUST A BIT.

TYPE	STRATEGY
DISTRIBUTOR	EA
GAME GLANCE	
/ New-for-PS2 features / Level-based format / Acknowledged classic	

*Half-Life*. And that's despite a two-year headstart and numerous repackagings for the latter. So chances are you'll be aware of *The Sims* already. It's one of those games that escapes from the closed world that spawned it and transcends into popular culture, even if few people know more than its name and a few basic details. But why is it so popular? Because you play God, that's why.

There are, of course, some fairly major changes for the PS2 edition. The most obvious is a graphical overhaul that brings a colourful, more rounded look to it all. And what you're looking at is new anyway – a neighbourhood created especially for PS2, filled with 'exclusive' characters and objects. We say 'exclusive' with some reservations, not because we don't believe it – we do – but because *The Sims* quite probably has more add-on content than any other game ever, both official and unofficial. So while this stuff might well be original *technically*, there's almost certainly something very similar available for the PC version already. That won't affect the way the PS2 game plays, of course, but there's no denying the ability to download fresh content is a considerable draw, and you can't do it here. At least, not yet... maybe when that hard drive appears, eh?

**WHAT'S IN THE BOX?** "Noo!"

Fittingly for a game with such a social basis, it also supports two-players. Your progress can be transferred via memory card into another game, letting you control your own people in a shared environment. The object is to win more cash and popularity points than your opponent, but surely forcing an entire family to wet themselves in someone else's lounge is reward enough. Subsequently setting fire to the kitchen, walling up the children and dying of starvation in the master bedroom would merely be the icing on the cake, in our opinion. There's definitely something strangely addictive about the lives of these people, and the bonus is that women seem to like it as much as men – and it's much harder for them to tut about your constant playing if they're aching to join in.

## FIRST OPINIONS

PSW

New characters, houses and objects are welcome – it's better than a straight port of an old game – and there's something undeniably addictive about it. Being unable to download new stuff doesn't help, but in all other respects this could be better on console anyway.



# PREVIEW UPDATE

WE'VE PREVIEWED THEM ALREADY, BUT THEY'RE STILL NOT FINISHED. HERE'S A QUICK UPDATE...

## TOTAL IMMERSION RACING THIS TIME IT'S PERSONAL.

### A DRIVING GAME WITH ITS OWN PERSONALITY.

It might seem like a novel idea but it's pretty obvious that some of the PS2's current crop of racers already possess their own unique character. *Gran Turismo 3* is the politest racer around, letting you bounce off fellow drivers when going too fast into corners and getting them to stick to the same predictable line every single lap. *TOCA Race Driver* on the other hand positively hates you. It seems like all of the drivers are out to punish your every mistake or just bump and batter you into making an error.

*Total Immersion Racing's* trick isn't in displaying one particular personality but lies in capturing the whole damn spectrum. Every rival driver starts off with a neutral disposition towards you but it doesn't take long for that to completely change. Any little thing you do can turn their jolly day of sunshine into a stormy day of retribution. Ramming them off the circuit is the obvious way to get them over-heated but simply beating them to the victory certainly won't encourage them to invite you over for Sunday lunch.

So that they can give as good as they get *TIR's* car aren't as easy to spin off the track as those in *TOCA Race Driver*. Tapping the back end of a car is usually guaranteed to have them flying off across the gravel in the wrong direction but *TIR's* cars are made of weightier stuff. Paint-scraping, door-denting battles can last the entire length of a straight as the computer cars refuse to bow to your aggressive manoeuvrings. Take the ruthless approach and you could find yourself muscled out of the championship by a bunch of angry drivers bent on revenge.

- TYPE: Driving
- DISTRIBUTOR: Vivendi
- LAST PREVIEW: PSW#4
- ETA: December



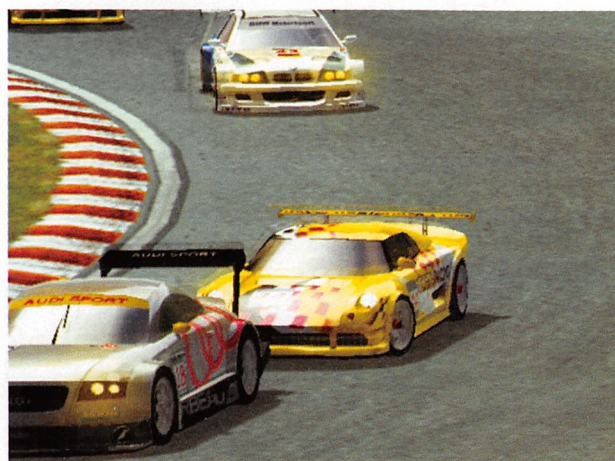
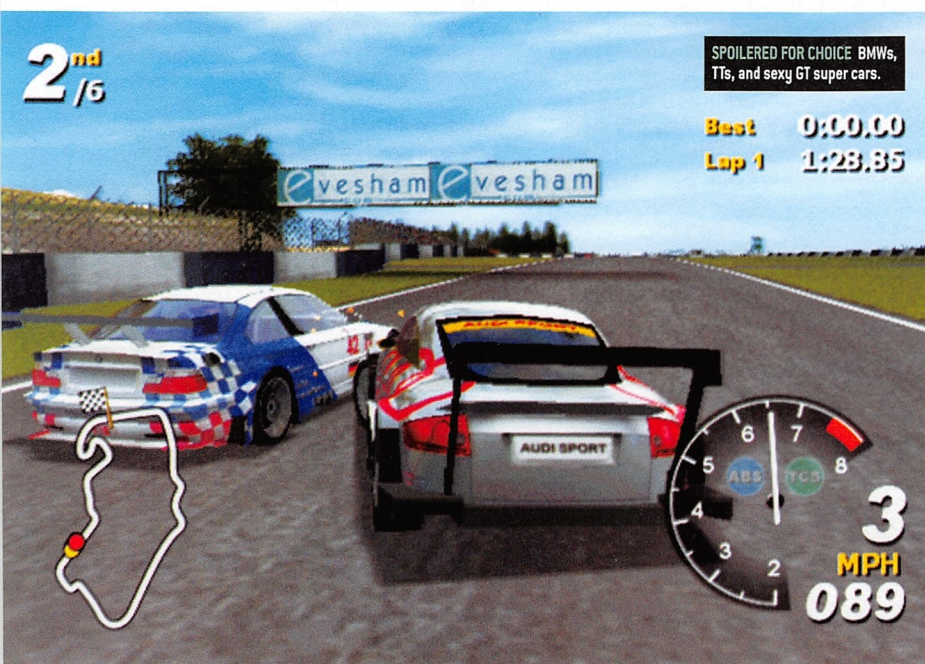
FEEL THE EMOTION It handles quite differently from TOCA Race Driver.



COMMON PEOPLE They were cool once. Now everyone's got one.



ROAD RAGE Cut someone up and they'll return the compliment or simply refuse to give way.



SHEER WEIGHT OF TRAFFIC With two classes racing at the same time the tracks are rammed with cars.





**ALRIGHT, WHO'S EATEN ALL THE BAKED BEANS** Every decent medieval yarn needs a camp fire.



**INCY WINCY MY ARSE** These six legged buggers are HUGE.



**WOLF IN WOLF'S CLOTHING** Goblins and orcs aren't the only foes.



**SWORDS AND SCORCERY**  
Gandalf isn't just a wand waver.

## LORD OF THE RINGS: FELLOWSHIP OF THE RING

AND YOU THOUGHT THE FILM WAS HUGE.

### YOU MIGHT NOT BELIEVE THIS AFTER SITTING

through three arse-numbing hours of *Lord of the Rings* but the makers had to cut significant moments out of the film to get it down to a more bladder-friendly length. A number of locations from the book have never been seen until now. Vivendi is making the most of the licence to include everything that the filmmakers couldn't cram in.

Unlike EA's *Lord of the Rings* game, which briefly flirts with the first film before leaping into bed with follow up *The Two Towers*, this instalment of magic focuses purely on the *Fellowship of the Ring*. This enables it to go into much more detail, with Bilbo's abode available for a good rummage through his drawers and the local streets and countryside enticing you to go off wandering to areas never even mentioned in its big movie cousin. The makers have also taken the opportunity to flesh out the story with an abundance of story expanding information that never made it into the films imparted during the numerous cut-scenes.

■ **TYPE:** Act/Adv ■ **DISTRIBUTOR:** Vivendi  
■ **LAST PREVIEW:** PSW#6 ■ **ETA:** December



**NOBODY LIKES ME** Play as Raiden or Snake in the VR missions.

## METAL GEAR SOLID: SUBSTANCE

PLENTY OF SUBSTANCE, THE STYLE GOES WITHOUT SAYING.

**DESPITE THE UNANIMOUS AGREEMENT THAT** *Metal Gear Solid 2* is a digitised work of brilliance, dissension has started to spread through the ranks of *MGS2* owners across the land. There's a growing band of rebels who hunger for more of the stealth, the gun fights and the brow-mopping tension and less of the Hollywood pretensions its genius creator Mr Kojima finds it impossible to keep under control. In the words of the burger-eating king himself "a little less conversation, a little more action" is what we could do with.

Enter stage right *Metal Gear Solid: Substance* or *Metal Gear Solid: 100% Action Without Any of the Rambling Story Bits*. There's no defining



**MERYL SLEEP** The weaving sniper rifle will test your patience.

message or ultimate world changing solution to all of our problems. It's just you, a gun (sometimes not even that) and a room full of guards to outwit. *MGS: Substance* returns with a disc crammed to the brim full of virtual reality missions which you can see exclusively on this month's DVD.

Like Solid Snake's own personal training programme, the missions combine to create a unique hybrid of stealthy action and the puzzling challenge of working out the solution to each test and progressing to ever more difficult scenarios. It's *MGS2* without the boring bits and a load of tasty secrets chucked into the mix, which should keep those dissenters happy. Have you ever fancied playing the entire game as Snake? Now you can.

■ **TYPE:** Action/Adv ■ **DISTRIBUTOR:** Infogrames  
■ **LAST PREVIEW:** PSW#6 ■ **ETA:** March



**CRACK SHOT** get ready for some serious target practice.



**SNAKE CHARMER** Distract them or just snap their necks.





## DEVIL MAY CRY 2

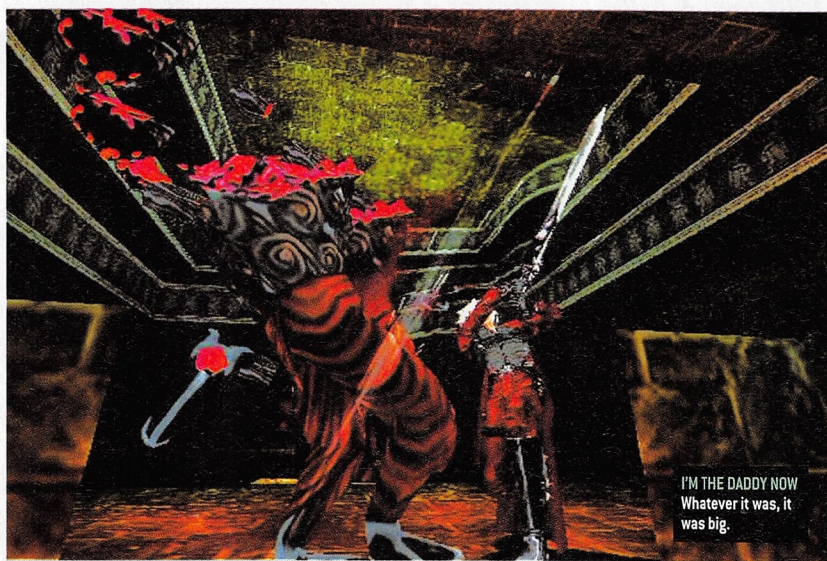
PLENTY OF STYLE WITH THE SUBSTANCE STILL TO COME.

Capcom aren't shy about showing off Dante's new moves and gunfighting prowess. Running along walls, backflipping out of danger, bouncing off scenery and gracefully floating through air ensure that *DMC2* is clearly the most stylish game on the horizon. His repertoire has grown in size along with his formidable reputation enabling him to shoot two targets at once by firing one of his pistols over his shoulder or just crossing his arms Hong Kong style. Gun battles can even be taken to the air with all of his ground-based attacks accessible while he's in flight. Obviously this is all a ploy to stun us into silence and make us completely forget that they're holding back on just why Dante's unpacked the guns, unfurled his cape and unleashed his venom on a whole new horde the devil's spawn.

■ TYPE: Act/Adv ■ DISTRIBUTOR: THQ  
■ LAST PREVIEW: PSW#6 ■ ETA: March



TAKE NO BULL. Grabbing the bull by the horns and ripping 'em off.



I'M THE DADDY NOW  
Whatever it was, it was big.



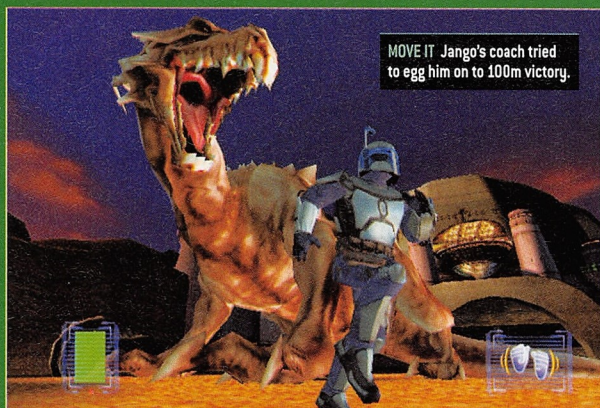
IS THERE ANYBODY OUT THERE? Why is there nobody about?



DANTE MESS WITH ME Some of his new attacks are blindingly fast.



DEATH FROM ABOVE  
Use your rockets to get above your enemy.



MOVE IT Jango's coach tried to egg him on to 100m victory.



## STAR WARS: BOUNTY HUNTER

TOPPING THE FEDERATION'S MOST WANTED LIST IS MR FETT. HE'S THE DADDY.

For some readers, Boba Fett was the *Star Wars* figurine most likely to be destroyed in a playground collision with the Millennium Falcon, thanks to his ability to fly and start pummeling space ships. His undignified cinematic death in *Return of The Jedi* in which he was consumed by a toothy desert pit hasn't precluded a new game based entirely on his father Jango.

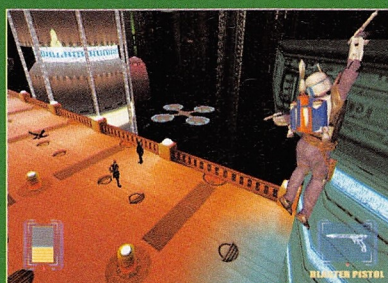
With a flamethrower, whip cord and ever-trusty rocket strapped to his arse, Jango is a force to be reckoned with among the seedier inhabitants of that galaxy far, far away. Take to the skies in search of villainous scum with a price on their

head in some of the most inhospitable locations and then unleash an arsenal of firepower on their ass in this trigger happy romp through the *Star Wars* universe.

■ TYPE: Shooter ■ DISTRIBUTOR: EA  
■ LAST PREVIEW: PSW#5 ■ ETA: December



HE'S GOT THE LOOK Rucksacks are a bit big on Coruscant.



WEEEEEEEE Alton Towers new rides take danger to new limits.



AVANT CHARRED Draw pretty pictures with your flame thrower.



## THE GETAWAY

SHOW THEM SCOUSERS A FING OR TWO ABOUT NICKIN' CARS DAHN SARE.

PREPARE YOURSELVES. FORGET EVERYTHING *Grand Theft Auto 3* has ever taught you. *The Getaway* requires you to learn a whole new set of skills. Lampposts will not fold like cardboard and meekly crumble beneath your wheels and your car will not take too kindly to ploughing into more than a couple of them. Unless you've nicked a delicate Toyota MR2 which explodes in a pathetic ball of shattered glass and charred metal. It only takes one overcooked bend, one misjudged swerve, one spine-jarring shunt to totally wreck these nippy little two seaters. Nicking the right set of wheels is paramount in *The Getaway*.

Force your way into the driving seat of a Nissan Micra and you're completely at the mercy of the vicious coppers in pursuit. These little runabouts couldn't outrun a milk float and you'll quickly find yourself rammed into a ball of scrap metal by those bloody persistent and brutally aggressive police cars. A chunky Range Rover is always a good choice, being able to withstand

quite a few clouts before chugging to halt. Of course, when you're in the middle of a sharp exit and hopping from one smouldering heap to the next potential wreck, you're at the mercy of the locals around you.

Careful choosing of your car-twocking area is essential. Go in search of some wheels around Oxford Street and Trafalgar Square and there's

certain to be a powerful Lexus or a couple of Alfas on offer. However, our favourite jaunt is dahn the East End. You'll probably be able to find the very car your Dad learnt to drive in around these less affluent streets. It's like *The Sweeney* never ended with 70s Rovers and the archetypal crim car, the good old Jag, just waiting to be pinched. Now we're off to see if we can locate Arfur Daley's used car lot and make him an offer he can't refuse on a Bodie and Doyle-esque Ford Capri. It's great being a geezer.

■ TYPE: Action/Adventure

■ DISTRIBUTOR: Sony

■ LAST PREVIEW: PSW#5

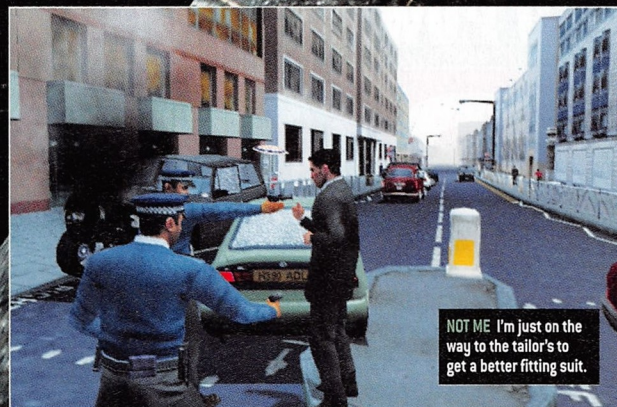
■ ETA: December



TWIN CALIBRE Pistols are brandished in typical John Woo stylee.



ALFA BBO Get out quickly when you've wrecked your motor.



NOT ME I'm just on the way to the tailor's to get a better fitting suit.



YOUR NICKED Rammed into submission on Oxford Street.



14 TOP  
DEMOS



CD PowerPlay AND DVD PowerPlay **ON SALE NOW**

**PC** PowerPlay



--	--	--	--	--

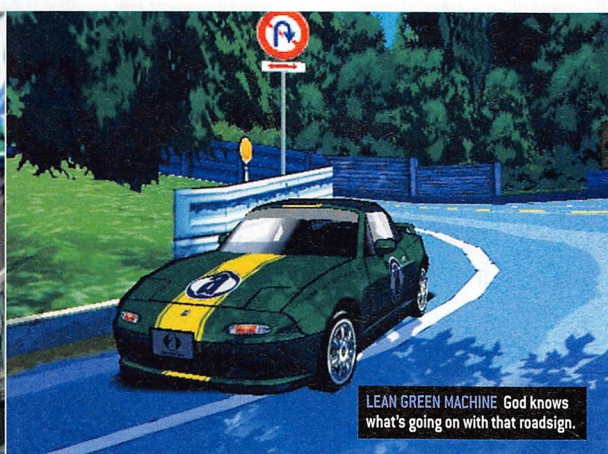
## MEET THE TEAM

A portrait of a young man with dark, curly hair and glasses, looking slightly to the side. He is wearing a dark jacket over a light-colored shirt.





**RABBIT IN THE HEADLIGHTS** This camera man's final shot would be a good one.



**LEAN GREEN MACHINE** God knows what's going on with that road sign.



**TOKYO BY NIGHT** In-game advertising gets all solipsistic.

# AUTO MODELLISTA

WHAT HAPPENS WHEN YOU MIX ANIME STYLED VISUALS WITH THE DRIVING MODEL AND OPTIONS OF A hardcore simulation? SOMETHING KINDA LIKE THIS.

TYPE	RACING
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	THQ
PRICE	\$99.95
DEVELOPER	CAPCOM
RATED	G

**CEL-SHADING, EH? A BREATH OF** fresh amid the bloody-minded pursuit of graphical realism or a short-lived fad, cynically conceived to add another USP to marketing bullshit? It's a bit of both, really. We're happy to encourage any developer wishing to break free of realism's creative straitjacket, whether via cel-shading or through other exaggerated visual techniques (*Ico*, *Timesplitters 2*, *Rez*). Yet the me-too herd mentality with respect to cel-shading every genre right now smacks of desperation. *Jet Set Radio* may have stood out from the crowd originally, but it's harder for each new game now that everyone else is doing it too.

All of which brings us to Capcom's new (and if memory serves us well, first ever) driving sim, *Auto Modellista*. It's not the first cel-shading racer – *Cel Damage*, anyone? – but it's the first to actually be any good, which is an important step in

gaining mainstream acceptance. The general public's reluctance to embrace the likes of *JSR* can be in part attributed to the "style over substance" logic at the heart of the pro-realism argument. If it looks cartoony, then it's been designed to appeal to kids; if it's for kids, then there must be a shallow, lightweight game. Or so the argument goes.

*Auto Modellista* rather bravely, it must be said, is an attempt to put an end to such thinking. Far from the all-out action arcade racer many were expecting, Capcom has delivered a reasonably serious simulation that drives on the same side of the road as *Gran Turismo* and *V8 Supercars* while *Burnout 2* and *Wipeout Fusion* zoom past in the opposite direction. Whether the aesthetic suits the play experience is up for debate – certainly some in the PSW office would have preferred the kind of no-brakes driving model sported by *Ridge Racer*. And there's the likelihood, given the current mindset about cel-shading, that the graphical

style may mislead people into thinking they're getting a different type of game. Indeed, we'll be the first to admit it's not at all what we were expecting. But think of it this way: perhaps *Auto Modellista* offers the best of both worlds – the depth of a sim and the looks of an arcade racer. Let's examine the two aspects in detail.

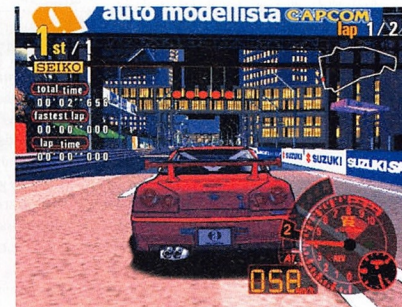
The latter is obvious from the stunning artwork and screenshots you can salivate over on these pages and this month's beautiful gatefold cover. The cars themselves are immaculate 3D models, their liveries flat-shaded in bold primary colours and daubed in cartoonish black outlines. They look fantastic and are immediately attractive in a way that no amount of realistic reflections or subtle bodywork damage can hope to match. When braking hard or sliding through a corner, your tyres emit plumes of cartoon smoke while speed lines flood the screen as you reach the higher echelons of your tacho, resulting in a uniquely



**CAR-TOONY** Oh no, another camera man about to bite the dust!



**SPEED RACER** The faster you go, the more blurry lines appear.



**FINAL LAP** First place! Victory is within our grasp! Hurrah!



## MIX MASTER

### RELIVE THOSE GLORIOUS VICTORIES

As if to emphasise just how good *Auto Modellista* looks, Capcom has gone to town on the replay modes. Jump into the VJ option and you can edit your spectacular wins however you wish, adding various graphical effects, switching between cameras and synching the background music to suit what's happening on the track. Of course, only the most obsessive will ever use it, but it's a nice feature nonetheless.



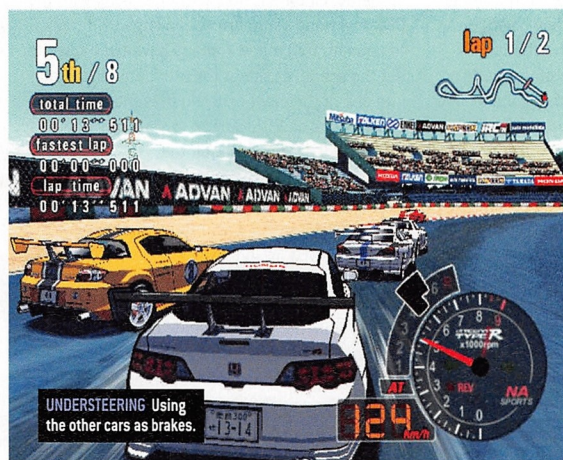
**VAPOUR TRAIL** More grip in these conditions would be a good idea.



**TREE-MENDOUS** Those shadows are just lovely, don'tcha think?

thrilling sensation of speed. Having said that, it's worth noting that minus the speed lines, things wouldn't feel anywhere near as quick – it's no *Burnout 2* in this regard, that's for sure. Overall though, we love the stylish cel-shading brings to the experience. In fact, it disappoints to see Capcom not going far enough and leaving too much textural detail in the trackside scenery and the road itself. Sometimes less is more; *Auto Modellista* doesn't quite have enough less for our superficial aesthetic tastes.

Under that flat-shaded, primary coloured bonnet, there is a surprising amount of depth. The

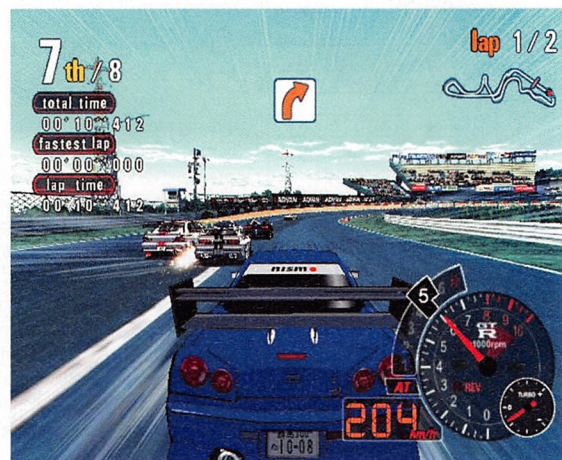


### /IT'S POSSIBLE TO DRESS UP YOUR CAR /

aply named Garage Life mode hands you a wrench and pair of oily overalls and allows you to fine tune every aspect of your car's mechanical aspects. The default driving model veers way too close to understeer for you to have much chance of success, so it's essential you get stuck into adjusting things as much as possible. For those without engineering degrees, there's a handy easy tune-up option in which you're given a standard setup tweaked for the track you're about to race on, then asked whether you'd prefer more drift, grip, speed or acceleration.

More dedicated mechanics can delve further and alter brake pads, suspension kits, gear ratios and numerous other parts all to discernible performance effect. It's possible to dress up your car if you're not pleased with its default appearance, personalising everything from the rear spoiler and headlights to the rear view mirrors and stripe down the middle. Incredibly, you even have a say in how your garage looks, with several structures to choose from and numerous interior design decisions to be pondered over. Every car you tune up can be stored in the garage, too, making this just about the most customisable game yet seen.

On the track, there's the usual single race and versus modes, while Garage Life puts you through a series of varied race challenges on an assortment of courses and circuits. And with



Sony on the verge of announcing its online plans for the PS2, Capcom is promising network support sometime next year for you to pit your modified automobile against friend and foe around the world. More news on that in the coming months.

All up, *Auto Modellista* is a sweet package. Retina-massaging visuals, challenging races and endlessly tweakable cars combine to make Capcom's first outing into the world of racing sims a highly successful one. Here's hoping there's more to come.

/ DAVID WILDGOOSE



**HEAD-TO-HEAD** Two-player split-screen unfortunately doesn't compensate for the lack of online play.

## VERDICT

## PSW

### UPPERS

- Stunningly gorgeous
- Speedlines work a treat
- Huge potential for customising
- Promise of online play

### DOWNERS

- Understeer issues
- Terrible soundtrack
- Not cel-shaded enough!
- No online play yet

**GRAPHICS** - We love cel-shading, we really do. More please!

9

**SOUND** - Awful music and annoying commentator

4

**LIFESPAN** - You'll spend hours in the garage alone

8

### OVERALL SCORE

A smart, effortlessly stylish racer with the kind of depth you'd normally see in a hardcore sim. Close to the best of both worlds.

8



# THE LORD OF THE RINGS: THE TWO TOWERS



TYPE	ACTION ADVENTURE
PLAYERS	1
OUT	NOW
DISTRIBUTOR	EA
PRICE	\$99.95
DEVELOPER	EA
SEE IT ON DVD	
/ The most frantic, incident packed battles on PS2 / Huge beasts from the film / Spectacular locations	

GAMES BASED ON FILMS USED TO BE LAZY CASH-INS. NOT ANY MORE. LORD OF THE RINGS: THE TWO TOWERS PROVIDES THE ULTIMATE ROLE-PLAYING FANTASY.

## IT'S THE ULTIMATE ROLE-PLAYING

fantasy. Tolkien's magnum opus on PS2. It's what beardy blokes and dungeon dwellers have been waiting years for. The chance to wander Middle Earth, slaying goblins and hacking orcs. The chance to finally exist within the pages of one of the world's most popular books. The *Final Fantasy* games have already provided the tried and tested stat heavy, battle filled template. It's just a matter of swapping a few angst-ridden teenagers for some elves and a fan pleasing RPG classic is born.

Well, that probably would have been the case had the film not turned up in a blaze of scrapping dwarves, slaughtered goblins, and some of the most gargantuan battles ever committed to celluloid. It's this violent inspiration that EA has fed upon to offer a combat-packed romp in some of the most sumptuous locations we've yet seen on PS2.

EA has not only used the film as inspiration, but has also scavenged just about every significant

scene and feature from *The Fellowship of the Ring* and its sequel *The Two Towers*. Actual character voices, some recorded specifically for the game, authentic cinematic sound effects along with the Oscar winning soundtrack, and large swathes of top quality DVD movie footage have been used to set the scene, flesh out the story and draw you into one of the most expertly presented experiences on PS2. Suffice to say, fans of the movies will not be disappointed.

The game's class is immediately apparent when the opening film footage seamlessly morphs into the actual game. It's a stunning achievement that never fails to draw admiring comments from impressed onlookers. It's also a trait that permeates the entire game with some of the best scenes from both films used to introduce each segment of the game. Be warned though, playing this game reveals an awful lot of the forthcoming movie so you might want to watch it first before playing this.

Your first task is to survive the epic encounter at Mount Doom where Sauron's forces are trying desperately to defend the ring. It's a frantic beginning with the game showing off its impressive ability to display hordes of creatures battling it out in smaller skirmishes all over the screen. In the midst of all this mayhem you're given a clear indication as to where *The Two Towers*' priorities lie, with an introduction to the game's uncomplicated controls.

Everything is geared towards letting you get stuck into the never-ending stream of blood-baying hellspawn without any complications. This game has no pretensions for being anything other than a combat-filled action fest. One button defends, another attacks and the final one unleashes a long-range attack. That's pretty much all there is to learn before you can jump straight into Middle Earth and get hacking.

In a similar manner to *Devil May Cry*, you're rewarded for the effectiveness and style of your



YOU LOOKING AT ME? "This face-mask is irritating my skin".



POINTS MEAN PRIZES Purchase new moves after each level.



FIGHTING FORCE A lot of the time you're backed up by allies.



LIGHTNING STRIKES ONCE. Time your specials for maximum damage.



SIZE ISN'T EVERYTHING Dwarves can still grow beards like proper men.





attacks. If the words 'excellent' or 'perfect' are regularly splashed across the screen you're cleaving goblins like a seasoned pro. A power bar in the corner of the screen denotes your specials meter. By unleashing a torrent of extravagant combos and avoiding taking any hits for a prolonged period, the meter will fill enabling you to rack up some serious scores.

#### POINTS MEAN ATTACK UPGRADES

At the end of each level you can exchange these points for attack upgrades. Each of the three available characters can be levelled up in time-honoured RPG fashion. Purchasing new moves adds more elaborate attacks and combos to your repertoire. Aragorn benefits from more ferocious sword attacks, Legolas wields his bow and arrows with even more lethal accuracy, and Gimli gets to lop off limbs with his axe in even greater numbers.

It's a clever way of incorporating traditional RPG elements into such a frantic game while also

serving to inject some depth into your hectic battling. However, because of this we were unwilling to experiment with the other two characters because it would mean sharing out our hard earned points rather than maxing out one character's abilities. To combat this EA has included a wealth of decent bonus extras along with the ability to play each cleared level with a different character. But, in order to unlock all of the game's secrets, you need to play through as all three characters.

Thanks to its unique relationship with the film makers, EA has crammed all manner of exclusive extras on the disc: interviews with the main cast members and their views on being portrayed in a >

### /EA HAS CRAMMED ALL MANNER OF EXCLUSIVE EXTRAS ON THE DISC/



MURDER IN THE DARK Goblins try to distract you while you battle with the cave troll.



YOU SHALL NOT PASS Sometimes you can't just leg it past.



## CHOOSE YOUR WARRIOR

YOU CAN PLAY THROUGH THE GAME AS ONE OF THREE CHARACTERS FROM THE FILM.



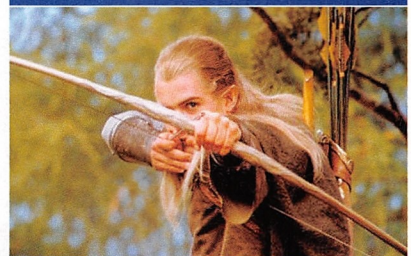
### ARAGORN - THE HUMAN

**FEATURES** - Designer stubble, gravel voice and a man of few words.

**PRIMARY WEAPON** - Long sword.

**SECONDARY WEAPON** - Bow and arrow.

An all rounder who's good in massed battles and equally capable in one-on-one combat. Dark and moody like your typical hero with attacks that are easy to pull off in the midst of combat.



### LEGOLAS - THE ELF

**FEATURES** - Pointed ears with the youthful looks of a boy band singer.

**PRIMARY WEAPON** - Elven fighting knives.

**SECONDARY WEAPON** - Bow and arrow.

Fast mover and good at picking off enemies from long range. His lack of strength puts him at a disadvantage in melee combat. Plus he could be mistaken for Gwyneth Paltrow.



### GIMLI - THE DWARF

**FEATURES** - Short, fat with shaggy beard and probably smells a bit.

**PRIMARY WEAPON** - Dwarven axe

**SECONDARY WEAPON** - Throwing axes

Perfectly suited to group fights but not as nimble on his feet. His weighty axe is more cumbersome to wield but can take out a crowd in one swoop. If that fails he can always breathe on them.



# REVIEW

THE LORD OF THE RINGS: THE TWO TOWERS



game, behind the scenes on the new movie, making of documentaries, and of course the usual secret levels. Continuing its trend of making games such as *FIFA World Cup* almost like an official souvenir, *The Two Towers* is a feature packed piece of memorabilia that will excite Tolkien fans and movie buffs alike.

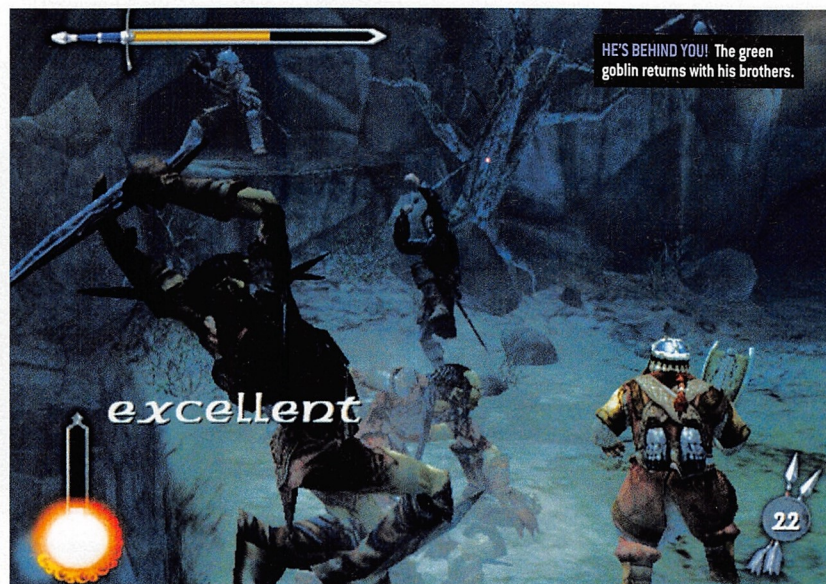
## MINDLESS BUTTON BASHING

Unfortunately, while highlighting the appeal of playing the game with all three characters to unlock all there is on offer, the character upgrades also serve to emphasise *The Two Towers*' rather shallow gameplay. Despite the addition of numerous attacks and manoeuvres to our repertoire we found ourselves mindlessly button-bashing during combat on many of the levels. This is due in part to the absolute chaos of many of the battles.

With so much going on at the same time it can be difficult just to pick out your own character. To this end it's very difficult to judge when to defend and when to strike. With enemies surrounding you and leaving you with little time to consider your position it just seems more effective to repeatedly hammer the joypad. Conversely those additional moves and attacks which were intended to add depth to the combat result in doing the exact opposite. Once you've improved your character's level by purchasing a range of moves you're guaranteed to pull off some sort of lethal attack simply by whacking every button on the pad.

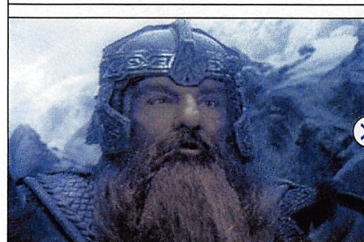
If this was the extent of the *The Two Towers* challenge it would have been something of a disappointment, but this game has another deadly string to its bow. Once again, in a nod to the classic *Devil May Cry*, some of the levels culminate in a testing boss battle or sequence. This is easily the most challenging and consequently satisfying aspect of the game.

Each aggressor attacks in a particular fashion. It's up to you to identify the pattern and then combat their lethal advances while timing your attacks to perfection. Anyone familiar with *The Fellowship of the Ring* will immediately recognise



## MIGHTY MORPHING TOWER DANGERS

WITNESS SOME OF THE BEST SCENES FROM THE MOVIE TRANSFORM INTO A GAME BEFORE YOUR EYES.



MOVIE Ugly man in glorious DVD technicolour.



GAME? Is it a man with his head upside down?



MOVIE? Starting to look a fair bit cleaner.



GAME Flesh or silicon? Only Jordan can tell.





**A SLASHING TIME** A bit of praise in the midst of battle always helps.



**MOSSED BATTLES** The forest levels look absolutely delicious.

the Black Riders, the guardian at the entrance to the mines of Moria, the rampaging cave troll, and the hideous leader of the Uruk-hai. Each one stands in your path in their specific location from the film, and it's up to you to use the terrain to your advantage. Stone pillars can be used to hide from the troll, and the flickering camp fire isn't there just for aesthetic effect when the Black Riders come calling.

#### YOU KILL A TROLL WITH IT

Cleverly, enemies like the troll re-appear later in the game, but having defeated them as a boss they're now merely another obstruction in your path. It's an indication of your increasing skill and the masterfully balanced rising difficulty level of the game. Once you've cleared the levels based on *The Fellowship of the Ring*, the goblins and foot soldiers attack with more ferocity and mid-level encounters feel just as challenging as some of the earlier end of level battles. It's just a shame that the game's difficulty isn't solely as a consequence of the cunning aggressiveness of your adversaries.

## / LOTR: THE TWO TOWERS PROPELS PS2 TO NEW HEIGHTS OF RETINA-CARESSING SPLENDOUR /

On quite a few occasions we found ourselves fighting an invisible creature off-screen because the camera refused to pan around in the right direction. *The Two Towers* declines to give you manual control over the camera, instead choosing to send you down a linear path, which on the whole chooses the best angle for each scene. Nevertheless there are still a few too many occasions when the camera switches to a completely different perspective than the desired one, leaving you stumbling about in the wrong direction trying to work out which way you should be facing.

At least you can console yourself by simply gazing at the lavish locations while the camera struggles to right itself. *The Two Towers* is never less than exuberantly spectacular to look at. So much so that it's almost poetry; the swarming clashes, the lifelike landscapes, the stylish animation, the atmospheric lighting; every single visual facet of this game has been lavished with remarkable attention to detail and technical expertise. Mirroring the movie's visual excesses,



**GOB OFF** Goblins like to hunt in packs. Better charge up those melee attacks.



**ARAGORN AND DONE IT** You're rated and rewarded after each level.

*The Two Towers* propels PS2 to new heights of retina caressing-splendour and bewildering activity.

Moreover, as an accompaniment to the two films, *LOTR: The Two Towers* is everything an enthusiast could possibly wish for; overwhelmingly authentic, invigorating, and consummately stylish. Thankfully, it can also hold its head high as a classy action adventure that combines elements from retro gaming favourites such as *Gauntlet* – only now in sumptuous 3D – with modern classics like *Devil May Cry*, to offer a fantastically frenzied fighting experience.

The repetitive button-bashing nature of some of the encounters may taint your gaming enjoyment a little, but the accompanying boss fights, character development and stunning presentation help to overshadow this tolerable flaw. For fans of the Ring, this will be no major problem. Just be prepared for some rather sore fingers – but it's a small price to pay when all about you are losing their heads, arms, legs and lives.

/ MIKEY FOLEY



**POWERED UP** Avoid being hit and you'll stay glowing.

VERDICT		PSW
<b>UPPERS</b> <ul style="list-style-type: none"> <li>Satisfying boss battles</li> <li>Gorgeous environments</li> <li>Lots of on-screen action</li> <li>Movie bonuses</li> </ul>		<b>DOWNERS</b> <ul style="list-style-type: none"> <li>Linear progression</li> <li>Mindless button-bashing</li> <li>Gives you sore fingers</li> <li>Spoils the new movie</li> </ul>
GRAPHICS	Astonishes with its graphical exuberance	9
SOUND	Great soundtrack and authentic voices	8
LIFESPAN	A wealth of bonuses provide much replay value	8
<b>OVERALL SCORE</b> Equally as spectacular as the movie, offering just about everything a fan of the books/films could wish for. The joy of hammering in the mass battles is its only serious blemish.		8



# WWE SMACKDOWN! SHUT YOUR MOUTH



FULLY SHAVEN MEN FIGHTING ALONGSIDE WOMEN WITH ARMS THE SIZE OF YOUR LEGS – IT'S THE WWE AND YOU LOVE IT.

TYPE	FIGHTING
PLAYERS	1-6
OUT	NOW
DISTRIBUTOR	THQ
PRICE	\$99.95
DEVELOPER	YUKES
RATED	GS+

SEE IT ON DVD

/ Some women fighting with some other women in very skimpy dresses  
/ The new superstars  
/ The old hands  
/ Plenty of smacks being laid down

## WE'RE TOO OLD TO WATCH

wrestling. We should be out doing gardening and tiling the bathroom, not watching TV and hoping that The Hurricane can defeat Jeff Hardy to win the Hardcore championship. But since Saturday morning telly became quite frankly rubbish, what else is there to watch while lying in bed alone at the weekend wondering where your life went

wrong? Even the view from our bleary, hungover eyes cannot dull the excitement of the WWE; nothing lessens the thrill of watching a 16-stone man thrown over the rope and onto the concrete floor. In fact, it probably helps.

And finally, after last year's false start, PS2 has a videogame which aptly summarises the pomp, circumstance, glamour and thrills of the WWE experience. Firstly, and most importantly, the

roster of wrestlers is spot on this time around. Events in the WWE have settled down and very few things have changed in recent months, resulting in a game that matches the TV show almost perfectly.

Even people that should've been booted out are here – the currently missing-in-action Stone Cold Steve Austin has been left in, quite possibly because it was too late to remove him from the game's Season mode and virtually impossible to do so without starting the whole game again from scratch. The events of *Shut Your Mouth* mirror (well, vaguely copy, at least) the happenings of the last year or so, starting with the battle between Vince McMahon and Ric Flair for the signature of Stone Cold (note to non-WWE fans: this actually happened in real life – trust us).

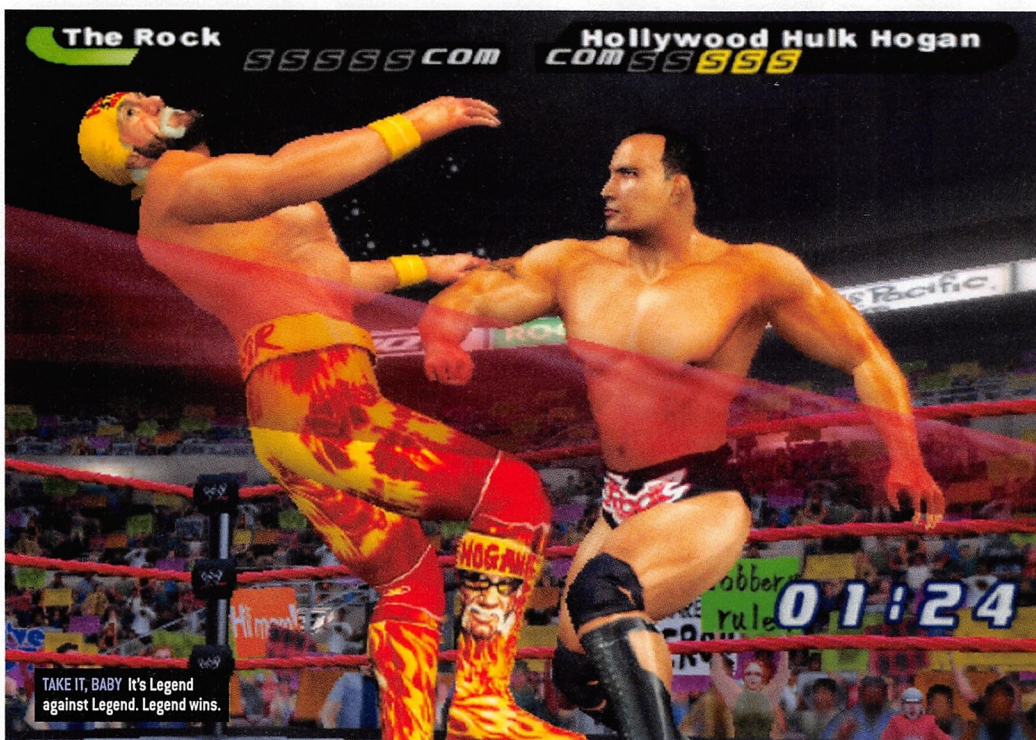
The story-led, one-player Season mode is now a lot longer than before, but, as the ancient proverb goes, with great length comes great predictability. You're playing through Raw and/or SmackDown! episodes, with each weekly show containing three matches. Naturally your chosen wrestler competes in one, and should you so desire it's possible to watch the other two. Bored watching? Feeling left out and unloved? Then interfere! Selecting Interfere from the Season presentation screen sees your man (sorry, it's blokes only in Season mode, Stacy fans) running towards the ring to



FISHNET FANCY Detailed character model. See also: Red knickers.



DON'T LIKE WRESTLING? Maybe this sort of thing'll win you over?



## THINGS WE LIKE ABOUT SHUT YOUR MOUTH

### #1 THE NEW SEASON MODE

Crumbs, the letters we had complaining about *SmackDown! Just Bring It's* rather short and flawed wrestling season. *Shut Your Mouth* takes you on a week-by-week voyage through the Raw and SmackDown! TV schedules, leaving you free to walk around the foyer, bump into wrestlers in the locker room or just scope out the locations for weapons to use in future out-of-ring fights.







**GOLDUST OPPORTUNITY**  
An interfering Booker T watches the carnage.



**DOWN, BOY** Scenery-interaction galore out in the arena's foyer.

cause trouble, leaping into the squared circle and attacking one (or both) of the fighters. It makes the matches you're not competing in a little more enjoyable, but is hardly worth the effort for what little effect you really have on the eventual outcome. Besides, the ref soon stops you interfering too much by positioning himself between you and the action once you've stepped in a couple of times.

The Season is bigger and more enjoyable than *Just Bring It's* by a long way, but we're still a little disappointed by how quickly it becomes a bit samey just hammering through episode after episode of similar matches, and watching disjointed, unrelated events from the last year



**LADDER CONTROL** Items work better and go through scenery less.

played out once more. Your reward for winning? Points. More points make a higher likelihood of getting a championship fight, although the most fun to be had in the Season game is walking around the venue and chatting with the wrestlers. Asking William Regal for a borrow of his knuckleduster, that kind of thing.

#### THIS IS CHRIS, MY PARTNER

But the SmackDown! series has always been one for kids to play together, so it's away from Season mode that *Shut Your Mouth* really comes alive. You think you know option screens? Scrolled through a few in your time, have you? Mate, believe us, you haven't seen option screens until you've bling-bling-

#### / THE ROTA OF WWE WRESTLERS IS SPOT ON THIS TIME AROUND /

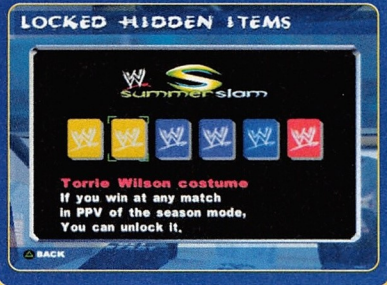


**AREN'T YOU...** Loads of new characters, plus all the old faves too.

#### THINGS WE LIKE ABOUT SHUT YOUR MOUTH

##### #2 THE LIST OF EXTRAS

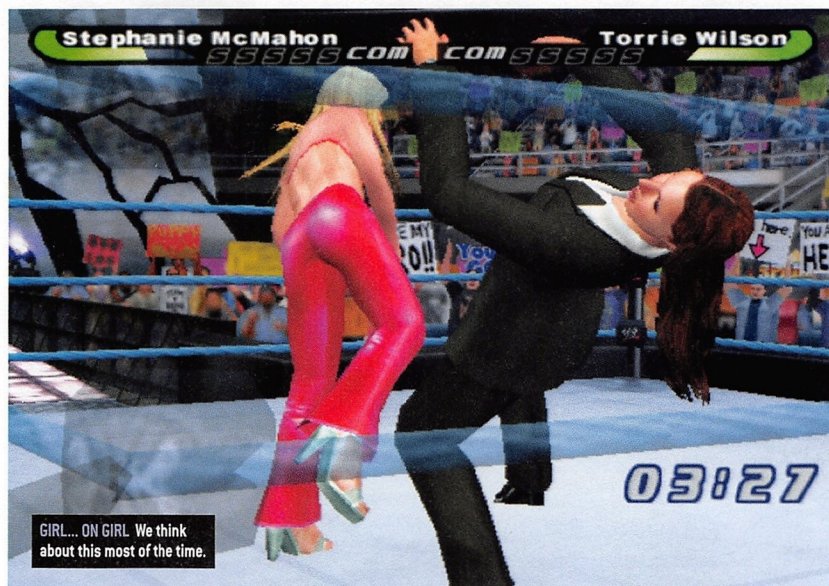
So many options screens, so many question marks. The merchandising stall bloke in the foyer helpfully tells you much of what's available and where, with arenas, backstage areas and alternative costumes galore to discover. It's going to take some time.



blinged your way through *Shut Your Mouth's* overwhelming lists of game modes, match types and custom options. It's huge, offering an unprecedented choice for the wrestling fan to explore. Cages, submissions, tables, ironmen, tags, street fights – you'll be as old as Ric Flair himself by the time you've experienced every permutation of *Shut Your Mouth's* awesome range of match types.

The Hardcore battles give you a great walkthrough of the available backstage arenas. The locker room contains a table for wood-fixed wrestlers, plus a TV monitor showing live footage of your fight in progress. The cabinets wobble about when you mash someone's face into them, plates fall off, and some careless cleaner has left a wooden stick on the floor. Backstage, things are looking far, far better than they have before. You see little blue arrows on the floor – here lies a portal to another room.

What little loading times there are between locations is masked by a shot of your fighter opening the door, resulting in pretty much seamless backstage matches that take in location



**GIRL... ON GIRL** We think about this most of the time.



**AND SHUT YOUR MOUTH, TOO** "You're too old, too fat, too grey and too small to be a wrestler."



## THINGS WE LIKE ABOUT SHUT YOUR MOUTH

### #3 THE CREATE-A-WRESTLER THING

We imagine God has a system somewhat similar to this in complexity for designing new races and species with. Once you've done the look of your wrestler you're given 120 ability points to distribute between power, speed, technique and aggression, with their move lists compiled by ripping them out of other wrestlers' skills. A man could lose days messing about in here.



after location. They're more inventive, too. The boiler room operates on two levels, with steam blasts firing your fighter over the edge and onto the floor below. And when you decide to leave the Subway there's a shortcut – wait for a train to pull in and open its doors, get on it, then wait to be dumped back on the street at the entrance to the arena! The areas are more alive, more interactive and more fun – which is *SmackDown! Shut Your Mouth* to a tee.

### THE BEAUTIFUL PEOPLE, THE BEAUTIFUL PEOPLE

Chances are you've already cast an admiring glance over the assorted images of the game spread about these here pages. Is it just us, or does it look bloody great? In motion it's better, with a giant range of emotions really bringing the guys to life. You'll gasp as Hogan opens his mouth in shock at being thrown to the floor, thrill as a wide-eyed Booker T stares down his opponent, and generally be impressed on the whole by how much the expressions perfectly matches those of their real-life counterparts.



THE BAD MAN Regal and his knucklebuster *SmackDown!* move.



MASKED MARAUDER A wide-eyed Hurricane displays just how great SYM's facial expressions are.



## / A GIANT RANGE OF EMOTIONS REALLY BRINGS THE GUYS TO LIFE /

It's not visually perfect, mind, so don't you go telling people PSW said it's the best-looking game ever. Wrestlers still disappear through each other and the floor quite a lot, the ropes move better but still carve through bodies at will and the tables still disregard a few of the key laws of physics. But when the fighters look this good it's all forgivable.

They still don't speak though, with the plot lines and talking bits performed via the medium of the subtitle. But the addition of JR and The King on mic duties boosts the atmosphere no end. They don't commentate on a move-by-move basis, rather they come out with the occasional comment on the specific wrestlers or an excited shout when someone pulls off a *SmackDown!* special. "The crowd thought it was a three... but it was only a two" is JR's uncharacteristically bland summary of a failed pin attempt, but the odd "Wow!" from King Lawler spices things back up. Less chat, but what's there is better. A lone "Facebuster!" in Jim Ross' throaty voice is worth a hundred shouts from the awful team of last year. PSW therefore deems the sound "better" and writes "well done" with red pen in the margin of developer Yukes' exercise book.

### HERE'S ONE WE MADE EARLIER

We don't normally like Create-a-Something modes in games, they always seem such a standard feature and about as useful as that option to switch your sound between stereo and mono – who the hell ever uses that? But *Shut Your Mouth's* Create-a-Wrestler feature is outstanding, a big leap over the already-bloody-good DIY section of last year's *Just Bring It*. We made our Commander Zorg alien character (complete with 'Kill all Humans' tattoo) in about five minutes. If you, unlike us, can be



REALISTIC TIMETABLES Stop it, get on it, arrive somewhere else.







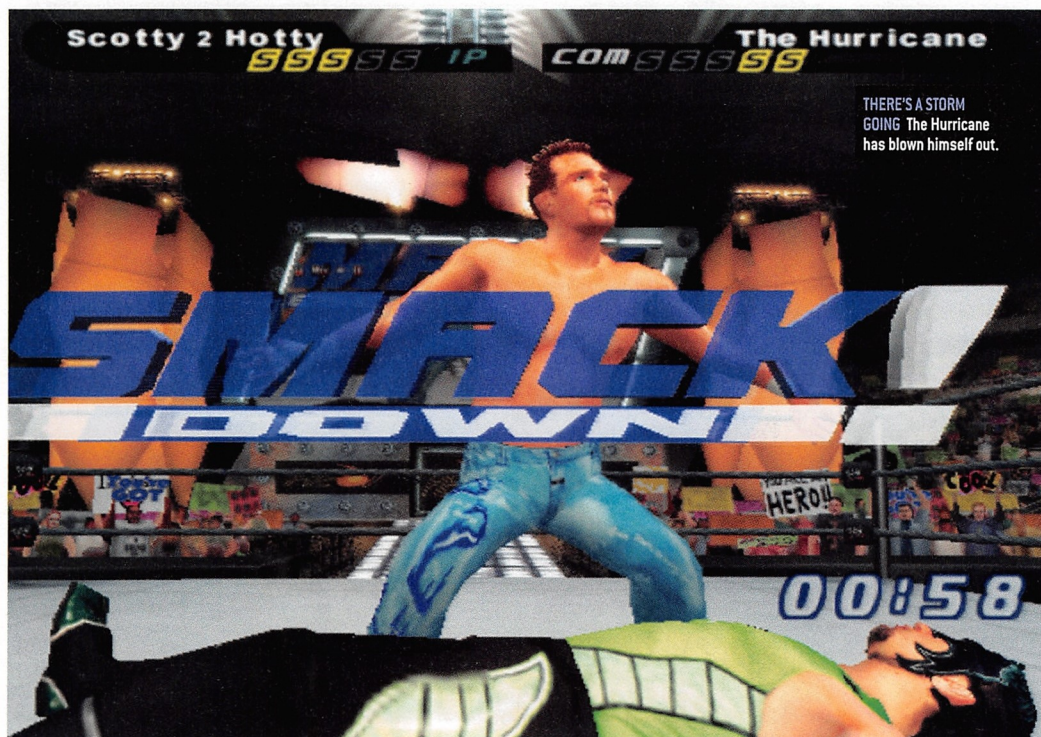
bothered to do it properly it becomes possible to create amazing likenesses of your friends, family, or any female regional TV weather forecaster you may be completely obsessed with. You can even choose two signs for people in the crowd to wave at you (sadly not user editable though).

It's extremely impressive. We counted 93 different types of eyebrow, for example. 93 eyebrows! You could cover a whole human with that amount of hair. There are 145 varieties of face mask along with a similarly large number of variations for all other clothing bits, plus every single part of the human body (bar the external genitalia, of course) may be stretched, coloured, written upon and dressed as you desire. Your creation then appears with the rest of the stars on the character select screen, conveniently auto-loaded and presented as one of the WWE team. It'll

even join in the Royal Rumble. Makes you proud to see it winning, with the side-effect of making *Shut Your Mouth* seem just that little bit better.

Post-match, more happens in *Shut Your Mouth* too. After each fight you're now treated to a short clip of action, with the losing fighter rolling around in pain, the winner celebrating and the occasional unprovoked follow up attack on the loser. Doesn't add much to the game, but it gives you a chance to enjoy the wrestler models without the added pressure of having to press buttons.

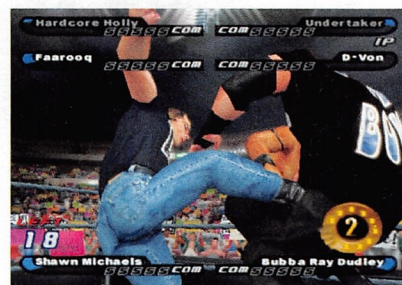
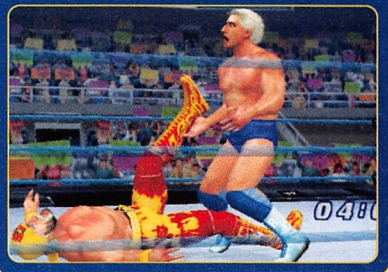
When it does come down to pressing buttons, *Shut Your Mouth* is super-easy to understand. X is attack, triangle run, circle your grab button and square a counter move. Improvise around that theme. The shoulder buttons do your special thingies, like getting out of the ring, climbing and performing your super SmackDown! attack. Five



## THINGS WE LIKE ABOUT SHUT YOUR MOUTH

### #4 THE FACIAL ANIMATIONS

The smiles, looks of horror and expressions are a big part of what makes *Shut Your Mouth* such a convincing recreation of the WWE. The fighters walk like they should too, each of them striking the correct poses after and during matches. They seem to be more fluid as well, moving a lot more like people and less like the moonwalking robots of *Just Bring It*. Look at Ric there, he's gone mad!



PLAY FIGHTS Everyone against everyone else in a Royal Rumble.

minutes of experimenting is enough for even the amateur gamer to accumulate on-screen wrestling skills roughly approximating those of The Rock.

*SmackDown!* has never been the most technical game in the world; this isn't something for *Virtua Fighter* experts looking for a new challenge. It's easier to counter moves this time around, but the bulk of your play time will be spent manoeuvring into position and pressing X as quickly as possible. The selling point is in the recognition of the WWE stars and the feeling of involvement in the action – on that point *Shut Your Mouth* is a clear success.

From Marilyn Manson's thrash sounds on the intro screen through to the finger-waving dramatics of Hulk Hogan (via Stacy's pink knickers), this is a polished, accurate representation of today's loud, sexy and crazy WWE. All the things we complained about last year have been fixed. It looks right, has the right people in it, feels right and captures the WWE as it is right now. If you don't like wrestling it's an eight, but if you do like wrestling it's a nine. We like wrestling, therefore...

/ GARY CUTLACK

## VERDICT

PSW

### UPPERS

- All the newest superstars
- Every match imaginable
- Great looking wrestlers
- Simple and fun to play

### DOWNERS

- Season mode gets tiresome
- Scenery still a little glitchy
- Can't 'be' girls in a Season
- Subtitles instead of voices

GRAPHICS - Amazing facial expressions, slightly iffy arenas

8

SOUND - Less – and therefore better – commentary

8

LIFESPAN - Long Season mode, brilliant multiplayer

9

### OVERALL SCORE

So much better than *Just Bring It*, it's hard to believe, with the WWE brought to life like never before. Colourful, believable and up-to-date, PS2 wrestling has been done justice at last.

9





**FATAL ERROR** Camo gear doesn't help in the middle of a road.



**DEAD IN HIS TRACKS** This train-ing course is tough.



# GHOST RECON

SSHH! KEEP QUIET. THEY'RE OUT THERE SOMEWHERE...



TYPE	SHOOTER
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	UBISOFT
PRICE	\$99.95
DEVELOPER	RED STORM
RATED	MA 15+

**ORIGINALLY RELEASED FOR THE PC** late last year, this PS2 port of Tom Clancy's tactical squad shooter pulls no punches in bringing the harsh realities of modern warfare straight to your television screen. In the world of *Ghost Recon*, there are no wacky laser guns, there are no health powerups, and there are no second chances. If one of your soldiers is shot, then he will probably die. If he doesn't die, then he will be wounded and suffer serious incapacitation as a result. Incautious or idiotic behaviour of any kind will usually eventuate in a failed mission and several fresh cadavers. You don't need to be a decorated Gulf War veteran to enjoy *Ghost Recon*, but you better believe that this ain't no *Timesplitters 2*. This, ladies and gentlemen, is a game for the hardcore.

However, this hardcore element does not in any way make *Ghost Recon* an experience inaccessible to the average gamer. Indeed, it is in fact extremely accessible and this is precisely what makes it one of the best first-person shooters to be released on any console this year. There can be no doubt that *Red Storm* demands a certain level of tactical skill for success in its game, but this skill can be quickly acquired with a little effort and perseverance on your behalf. *Ghost Recon* is friendly to the novice in that its basic mechanics are clearly explained and easily understood through repeated experimentation. Sure you might not know what the different

stances, weapons and squad commands do on your first try, but after a few deaths and a few successes you'll discover what works and what doesn't. And because whatever happens is almost always clearly attributable to your actions, frustration with failure never becomes an issue. It's all about learning from your mistakes.

### DIRTY HALF-DOZEN

Of course, frustration does sometimes rear its ugly head when said mistakes aren't actually attributable to your actions. *Ghost Recon*, you see, is a squad game where you take the control of one of six separate soldiers divided into two teams. Using the D-Pad, you can take the role of any one soldier at any time, while the other five are manipulated by the game's combat AI. While this AI is generally quite good, it can at times behave in inexplicably stupid ways and endanger you and

your other team members as a result.

When you give orders for a team to do a bit of reconnaissance, for example, you will find that they often refuse to shoot at enemies even if said enemies are gleefully filling their heads with lead at the time. This can be countered by putting them into 'assault' mode, but then they'll go about shooting everyone regardless of the danger it poses. We understand that programming realistic combat AI is definitely no easy task, but surely the bots should know that recklessly shooting a tank in the open with nothing but a machine gun is not an advisable course of action under any circumstances? I don't care how much of a Rambo you are, Mr. Bot, because tank turrets + you = death whichever way you look at it.

This penchant for erratic behaviour notwithstanding, however, it must be said that the moderately impressive behaviour of the AI was



**NIGHT VISION** Playing murder in the dark proved problematic.



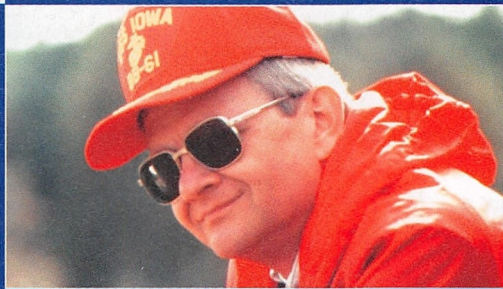
**INDUSTRIAL ESPIONAGE** Sniping pipes. What a hero!



## WHAT IF?

Okay, so Tom Clancy and Michael Crichton are big on the videogame circuit these days, but what if classical authors were given the opportunity to make their name in the digital arena? Just imagine – Friedrich Nietzsche could team up with Squaresoft to make an RPG out of *Thus Spoke Zarathustra*. Or how about Ernest Hemingway's *A Farewell to Arms* cast in the mold of a first-person shooter à la *Medal of Honor*? And don't tell me that the perverts amongst you wouldn't love to see a game based on the writings of the Marquis de Sade. The possibilities are endless!

## THERE ARE MORE THAN TWO AUTHORS YOU KNOW!



**BIG TOM CLANCY** He didn't just write the story, he coded the AI too! Probably.



**MICHAEL CRICHTON** Pondering his next foray into the videogame business.



never going to be what makes *Ghost Recon* such a grippingly realistic game. The feeling of hardline authenticity is, in fact, imbued via the decisions you necessarily make when faced with the implicitly realistic atmosphere of the game entire. Lying belly down in the mud and agonizing over whether or not to snipe a patrolling enemy is an engaging experience because one always assumes that said enemy is going to react in a fashion consistent with rest of the game's presentation. The locations are real, the guns are real and the situation is realistic enough – so why shouldn't you act in a reasonably realistic fashion as well? The illusion may sometimes be shattered by the previously mentioned behavioural inconsistencies, but for the most part it remains intact provided you are willing to reasonably

suspend disbelief during play. Remember: you are able to crawl that fast on your stomach because you are an elite combat machine, not because it would be boring to crawl any slower.

### ON THE FLY

To further this general feeling of complete immersion, Red Storm has created one of the best interfaces possible for such a relatively complex game as this. Ordering strategic squad movements while maintaining concentration on any immediate danger may sound difficult on paper, but it's actually exceedingly intuitive in practice. This makes devising strategy on the fly a snap and really helps to draw you into the tactical side of small-scale combat. Who would want to give orders if it involved fiddling with buttons and

**/ TANK  
TURRETS +  
YOU =  
DEATH  
WHICHEVER  
WAY YOU  
LOOK AT IT/**

sub-menus and all that other cumbersome junk? In *Ghost Recon*, it's usually a matter of simply pressing in the R3 button on a particular spot and letting the AI do the rest. That, my friends, is what accessibility is all about.

Simply put, *Ghost Recon* is a fabulous game and a godsend for tactically starved PS2 gamers everywhere. Don't let it's hardcore nature frighten you, for underneath all the layers of realism lies one of the most accessible and intuitively enjoyable first-person shooters you'll ever play on a console. We love it.

**/ DANIEL STAINES**



## VERDICT

**PSW**

### UPPERS

- Grippingly realistic
- Tactically deep
- Excellent interface
- Seamlessly professional

### DOWNERS

- Erratic AI
- Cheesy Clancy plot
- Minor inconsistencies
- May be difficult for beginners

**GRAPHICS** - Gritty, expansive and realistic visuals

**8**

**SOUND** - Tense music and top notch sound effects

**9**

**LIFESPAN** - There are tons of missions with okay multiplayer

**8**

### OVERALL SCORE

*Ghost Recon* is a fabulous tactical shooter that excels in almost everything it does. A must for joypad generals everywhere.

**9**



## REVIEW

PRO EVOLUTION SOCCER 2



**FREE KICK KING** Beckham's still the best bet for set piece glory.



**LUMBER MAN** The Hesk is the first to get dropped to the bench.



**ONE CUP WONDER** Vassell's moment of glory lands him a starring role in PES2.

# PRO EVOLUTION SOCCER 2



TYPE | SPORTS

PLAYERS | 1-8

OUT | NOW

DISTRIBUTOR | INFOGRAMES

PRICE | \$99.95

DEVELOPER | KONAMI

SEE IT ON DVD

- / Long-range scorchers
- / Goal-cam replays
- / The free kick specialist
- / 'Physical' goal celebrations

IF YOU THOUGHT PS2 FOOTBALL COULDN'T POSSIBLY GET ANY BETTER THAN PRO EVOLUTION SOCCER, PREPARE TO BE UTTERLY ASTONISHED.

### IF YOU RATE A GAME'S WORTH BY

how much play time you get out of it, *Pro Evolution Soccer* is easily the best value for money on PS2. We still play

it every single day, nearly a year after its release. Lunchtimes are filled with the sound of grown men bitching, moaning, cheering and swearing (ooh, the swearing...), and late nights aren't always caused by the dreaded spectre of monthly deadlines. *PES* is a religion here at PSW for one simple reason: nothing else comes close to recreating the passion and emotion of the beautiful game. It's why we've been looking forward to *PES2* more than the second coming of Christ.

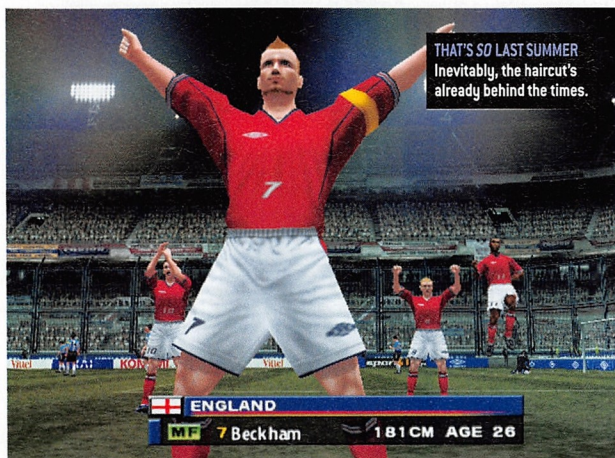
So, has it been worth the wait? Has J-Lo got a

fat arse? Has David Beckham got a cultured right foot? Does the Pope shit in the woods? *Pro Evolution Soccer 2* is everything a sequel should be and much, much more besides. In fact this is one of those moments when we can safely say that it's worth buying a PS2 purely to play this one, single game. You've probably guessed by now but we like this game an awful lot.

Everything that irked about *PES* has been fixed, and everything else has been polished and tweaked to insane levels of footballing excellence. The biggest improvements have been lavished on the players' movement. In *PES*, at times manoeuvring a player around the pitch felt a bit like steering an oil tanker, and their close control

had more in common with the Norwegian 3rd Division than the Champions League. These stilted journeymen have been replaced with a squad of nimble-footed superstars. They respond immediately to your every button press, making jinking, weaving runs a genuine possibility.

Don't worry though, this is no FIFA-esque arcade concession. *PES2* still encourages a quality passing game, but in tight situations it's possible for the skilled player to fashion themselves a chance with some nifty footwork. Sudden direction changes no longer take an age, and you can now cut back on a lunging defender to slot the ball into the corner of the net with the precision and composure of a Brazilian striker.



**THAT'S SO LAST SUMMER** Inevitably, the haircut's already behind the times.



**ITALIAN FLAIR** Acrobatics are still just as satisfyingly rare.





RONALDO Beckham's hair might be out of date but at least Ronaldo's tuft has gone.

ENGLAND				FRANCE			
Off		Subs.		Position 1 2 3		Subs.	
Seaman		1 GK		Height		GK 16 Barthez	
Ferdinand		5 CBT		Foot		CBT 8 Desailly	
Campbell		6 CBT		Attack		CBT 18 Leboeuf	
Ashley Cole		3 LB		Defence		LB 3 Lizarazu	
Gary Neville		2 RB		Balance		RB 15 Thuram	
Dyer		23 CMF		Stamina		DMF 17 Petit	
Scholes		8 CMF		Acceleration		DMF 4 Vieira	
Gerrard		4 CMF		Response		LMF 11 Wiltord	
Beckham		7 CMF		Dribble Acc.		RMF 7 Pires	
Owen		10 CF		S-Pass Acc.		OMF 10 Zidane	
Heskey		11 CF		L-Pass Acc.		CF 12 Henry	
				Shot Acc.			
				Header			
				Jump			
				Technique			
				Curving			
				Aggression			
				Mentality			
				Stability			
				FK Acc.			
				Team Work			

TACTICS Entirely optional, the strategy menus allow for team tweaks that really make a difference.

## HISTORY IN THE MAKING

Everything about PES2 just feels so right. It's the ultimate evolution of a game that has been perfected over six previous PSone and PS2 incarnations. Every time you receive the ball it's in the knowledge that there are always multiple possibilities. The players around you move into space and set off on runs like seasoned pros, giving you a multitude of attacking options at every turn. And if they don't, you can dip into the wonderfully comprehensive strategy screens to get the team playing in your own personal vision of liquid football.

Don't be daunted by the apparent complexity of the set-up menus. Tinkering around inside these

clearly presented strategy screens is straightforward and the results will totally transform your playing experience. Here at PSW we spend as much time picking the right player for a particular position and setting up attacking runs as we do actually playing out on the hallowed turf. Offside traps can be cunningly deployed and one goal leads can be cynically sat on. It's an armchair tactician's dream.

The real genius of PES2 is the way every attack feels totally unique. The action evolves organically, without any contrived sense of set paths to victory or the scoring sweetspots that cripple rival football games. PES2 constantly surprises with unexpected incidents of pure chance that astonish and

## / GOALIES FLAPPING AT CROSSES AND PALMING THEM INTO THE PATH OF A WAITING STRIKER /

enrage just like the real thing; deflections looping past a flailing keeper; defenders losing their footing as they try to muscle the attacker off the ball; overstretched goalies flapping at a crosses and inadvertently palming them into the path of a waiting striker. It's everything you'd expect to see on The World Game each week and nothing you'd expect from any of the competition on PS2.

It's the little touches that really set PES2 apart from every other inferior footy wannabe. The attention to detail is astounding with the players looking so lifelike you half expect them to pull up at the training pitch in a gleaming Ferrari with a busty pop star in the passenger seat. They visibly throw their heads back in disgust when the ball goes out >

## ON ME 'EAD SON

HAVE FUN WITH THE NEW TRAINING MINI GAMES.

Even if you're a PES expert, be sure to check out the Training menu. Along with the consistently excellent tutorials that introduce you to all the moves and control nuances of PES2, there's a new mini game that tests your skills with a selection of drills, such as dribbling around cones, hitting targets with free kicks and keeping possession. A score table lists the best performances, with Becks naturally top of the free kick challenge.



BEST IS BEST Pick someone like Figo to beat the best times.

FREE KICK SHOOT RANKING					
1	Beckham	7	SMF	Default	990
2	Ravoli	10	OMF	Default	970
3	Figo	7	OMF	Default	960
4	Zidane	10	OMF	Default	930
5	Veron	11	OMF	Default	910
6	Harte	3	SB	Default	890
7	Mijatovic	11	CBT	Default	870
8	Recoba	20	CF	Default	860
9	Totti	10	OMF	Default	830
10	Rui Costa	10	OMF	Default	810

CURL KINGS The new harder free kicks make it a tough test.



KICKED INTO TOUCH It's like learning to walk all over again.

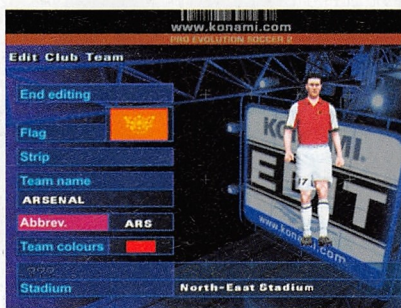


# REVIEW

PRO EVOLUTION SOCCER 2



**WIDE SCREEN** We use this camera to get a clear view of the action.



**GUNNING FOR GLORY** Any team can now be created from scratch.



**BLOCKBUSTER** Long shots now have a better chance of success.

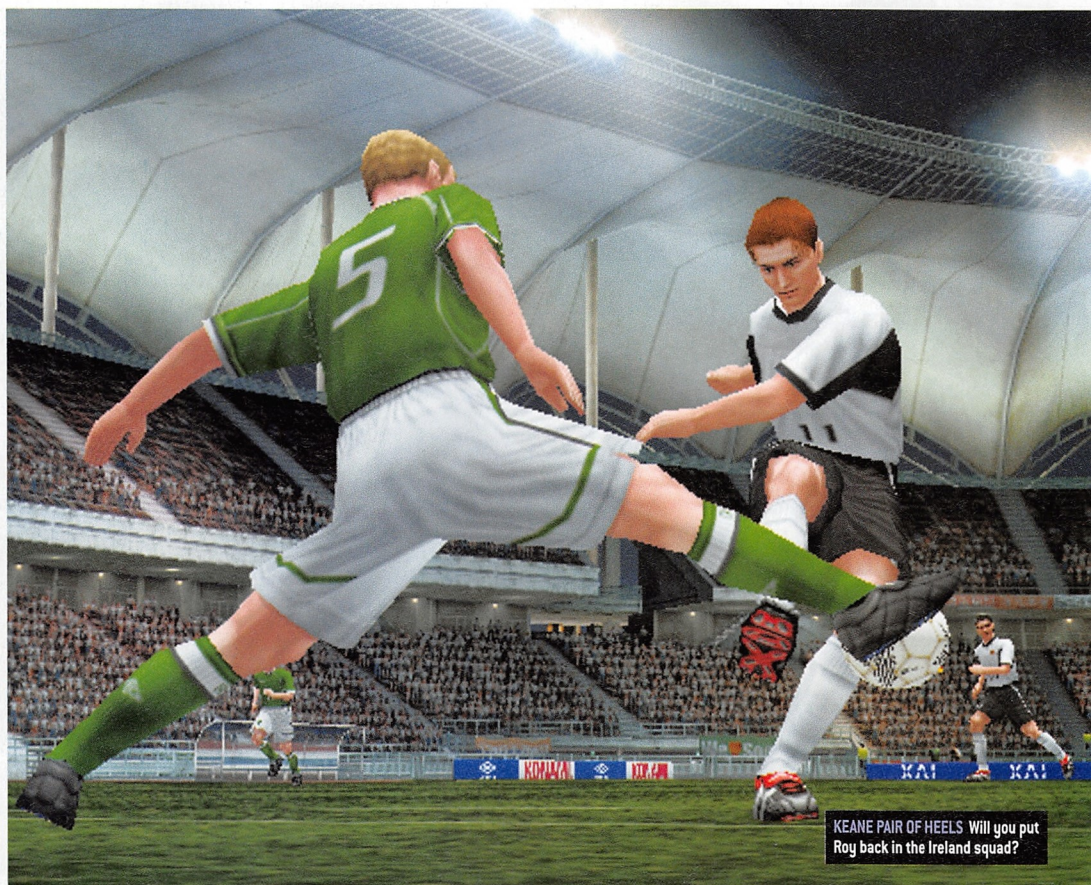
of play, and the physical tugging and hustling as two players compete for the ball is strikingly realistic. David Beckham's elegant yet languid style is perfectly recreated with every sweet stroke of the ball mesmerising defences and sending keepers scrambling across their goal line.

They not only look the part but they play just like their real world counterparts as well. Steven Gerrard gets stuck in all over the pitch in his usual abrasive style, pinging pin point passes from left to right and launching unstoppable piledrivers at goal. This is a consequence of the mind-boggling array of authentic stats that make each player totally unique, and an impressive interpretation of their real persona.

## MY NAME'S MICHAEL, AND I'M A BIT SHORT

These stats affect everything from their ability with the ball to their mental state. Get on the wrong end of an embarrassing hammering and your players' heads will drop, leaving them needing a spark of genius from you to lift them out of their depressed state. New signings in the Master League suffer from reduced teamwork ability as they take time to get used to their new teammates. Put them straight in the first team and they'll settle in quickly. Leave them on the bench and they'll endure a longer term dip in form.

The Master League is one of the areas where PES2 has excelled immeasurably over previous versions. There are now three divisions with play-offs for promotion and cup competitions running concurrently with the leagues. Negotiations now take place before you can sign or loan a player, and there are specific transfer windows throughout



**KEANE PAIR OF HEELS** Will you put Roy back in the Ireland squad?



**LETHAL LITTLE LEGS** Nippy Owen is still as deadly in front of goal.

each season. Promising young players can be trained to improve their abilities and the salary points of all players change as you get promoted, so you need to make sure you don't do a Bradford and overstretch your financial capacity. There's even a new Extreme difficulty setting for PES veterans and, in answer to the complaints of many of our readers, up to eight players can now take part in Master League games.

No area has been left untouched by the developers in their endeavours to make PES2 the ultimate footy game. It's crammed full of options that let you tailor the game to your own likings. Due to licensing restrictions, club teams aren't





**DUTCH COURAGE** How did they not make it to the World Cup?

## / STEVEN GERRARD GETS STUCK IN ALL OVER THE PITCH, PINGING PIN-POINT PASSES FROM LEFT TO RIGHT /



**NICE EFFORT** Heskey shooting? Must be the corner-flag-cam.

called by their proper names, but all the top European teams (from England, Italy, Spain, et al) are there by other names (eg. Aston Villa becomes 'Dublin', West Ham becomes 'Lake District', Newcastle becomes 'Highlands'). This can be rectified in the Edit menu along with totally redesigning kits, and new teams can be created from scratch and used in the Master League.

The atmosphere has been enhanced with much improved commentary from Peter Brackley and Trevor Brooking. It's still a bit repetitive but they sound genuinely enthusiastic and excited, which really adds to the big match feel of each encounter (and at last there are no more inane "the wind is shooting through the stadium" comments). The crowd chants can even be set to favour the home team with the opposing team's fouls and shots being met with boos and howls of derision.

Free kicks have been made more difficult, which is a bit of a shame as we felt they had the balance just right in PES; hard enough to require practice but easy enough to entice you back for another attempt after every miss. Seeing a dipping swerver hit the back of the net is still endlessly rewarding, but it's much more of a rarity, especially now that the



**GOAL CAM** The in-goal replay camera is a superb addition.

defender has the ability to make the wall jump as the ball is kicked, or even get a player to close down the kick taker. The old problem of players refusing to come towards the ball, allowing the opposition to nip and steal possession still exists, but these are tiny, minuscule gripes that in no way spoil the overall experience. PES2 is as close to perfection as you'll get right now on PS2. It really is a beautiful game.

/ MIKEY FOLEY

## VERDICT

**PSW**

### UPPERS

- Training tutorials
- Improved Master League
- Endless entertainment
- Lifelike animations

### DOWNERS

- Harder free kicks
- Only 40 club teams
- Some mis-spelt player names
- Still no manual replays

**GRAPHICS** - Crisp, clear and beautifully lifelike

9

**SOUND** - The commentary is a massive improvement

7

**LIFESPAN** - You'll want to play it every minute of your life

10

### OVERALL SCORE

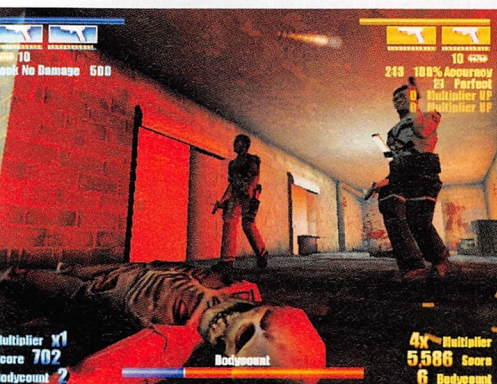
Brilliant beyond belief. Your life is not complete until you've played this. It's not just a game; it is quite simply the best thing ever. And better still in multi-player.

**10**





**TWINNING FORMULA** Some will love the double-barrelled mayhem.



**DEAD EYE VIEW** It's full of cinematic-styled camera angles.



# TWIN CALIBER

GOT TWO INDIVIDUALLY CONTROLLABLE BRAINS? GOT A BURNING ISSUE WITH ZOMBIES THAT NEEDS RESOLVING? YOU'LL LOVE THIS!

TYPE	SHOOTER
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	ACTIVISION
PRICE	\$99.95
DEVELOPER	RAGE SOFTWARE
SEE IT ON DVD	

/ Twin target mayhem  
/ Experience dangerous cults!  
/ Non-stop playing  
/ Oodles of blood and gore

## AFTER AN HOUR YOU CAN FEEL

slight pain. 60 minutes later and you're struggling to pick up the phone to dial an ambulance. Yes, *Twin Caliber* is a bit of a wrist destroyer. In fact, it's unlikely that your hand connectors will have taken such a mauling since you first witnessed that scene in *Basic Instinct*. Aged 14.

As you might have guessed, *Twin Caliber* requires something of a DARYL-esque gaming ability to master. Utilising a novel system that involves the two analogue controllers for individual weapons, *Twin Caliber* is a cliché-ridden, if undeniably fun, on-rails shooter. The intro sequence briefly tells the tale of a local cult that has somehow developed into a gang of mutant zombies hell-bent on killing all hippies. And

everyone else as well. Trapped in a prison with a pack of peckish undead warriors closing in, Sheriff Fortman is left with no option but to free the jail's one survivor, captive maniac Valdez. Together they must overcome their personal grievances and fight against the zombie massive, perhaps discovering a conspiracy or two before dinner. Along the way, they realise that they're actually brothers and that different skin colours matter not a jot in the modern world. Well not really, but they're about the only clichés left unturned in this silly tale.

As mentioned, the game's major selling point is the ability to fire two weapons individually with the analogue controllers. Although a grand idea in theory, in action it becomes something of a tricky craft to master. The first few levels will see you missing more targets than Emile Heskey, but you should begin to develop the basic skills after an hour's gaming. The twin calibers aren't even really necessary until you come across a selection of mutant ham-slicing machines in the third level. Rookies who haven't managed to fragment their

brain into two separate entities in order to control the dual weapons will NOT pass this level. Fact. But those who have evolved a split-cranium will now begin to garner real pleasure from taking out two targets at once, albeit a couple of virus-ridden bacon slicers that could be easily avoided by simply turning around and walking away.

## THE MUTANT MAGNET

Which brings us onto the game's Achilles heel – the lack of freedom. Although this may sound like a rather daft gripe given that it's an on-rails shooter, the feeling generated by similar titles of a no-way-out situation is sadly missing here. Take the jailbreak as an example. Valdez hails the arrival of a passing van, which offers a fast ride out of the prison grounds. But what do our plucky heroes choose to do? Stay and fight another motley crew of mutants and diet mutants. The introduction of a time limit to complete the zombie slaying and catch the van would have added some much-needed tension to the proceedings. But having polished off the pesky critters, our crooked friend and his former master still manage to catch the fast ride out of town. They must be pretty pissed off that it dropped them off in another mutant-infested area however...

*Twin Caliber* offers little diversion apart from a selection of long and short range weapons and a choice between auto reload and auto lock on your targets. God almighty, it's difficult enough trying to move two individual targets with each controller without having to actually aim them as well... The only other control option is the rather enjoyable 'launch TNT' function, which hurls a stick of dynamite at your undead oppressors.

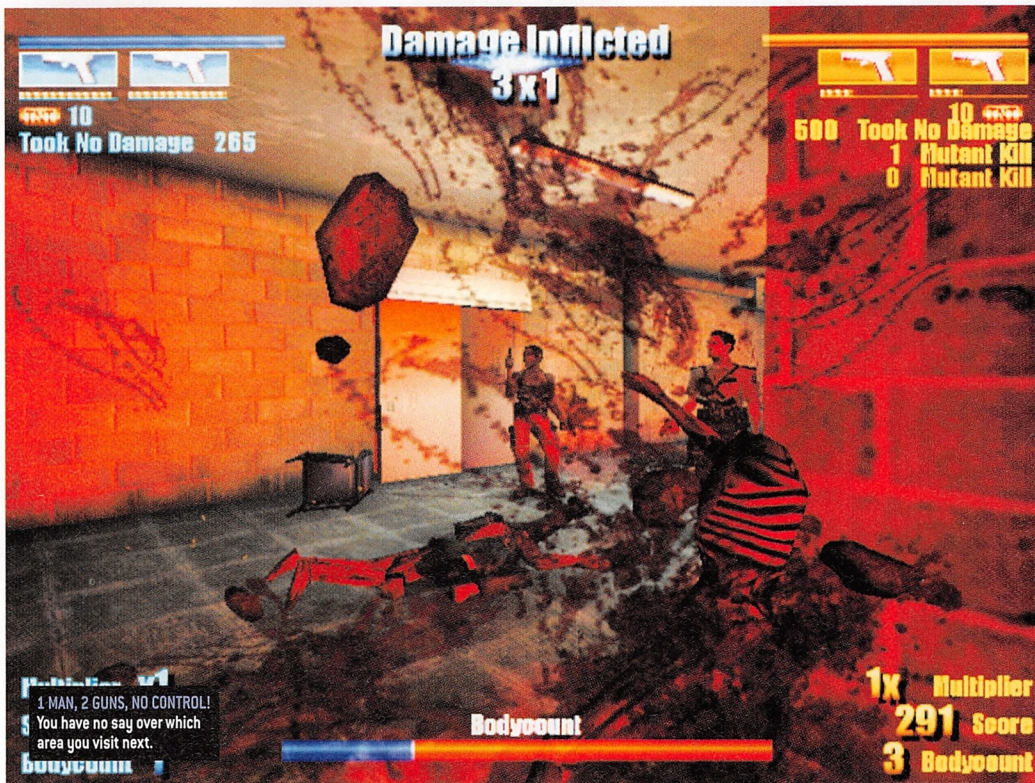


**DEAD MEN WALKING** And fighting, eating, groaning etc...



**KILL SWITCH** Shoot the zombies you fool, not the lights.





Unfortunately you have no control over where they land, which is a shame, as they're incredibly satisfying when used correctly. You almost find yourself cackling "burn on this zombie scum!" before you remember you're 26 years old and your girlfriend is sitting bored behind you.

But despite the lack of movement, the game has a simplistic old-fashioned fun factor that keeps it relatively addictive and satisfying. Once you've developed the ninja-esque ability to control two individual guns – imagine how difficult life would be if you ever had to do two tasks at once? – it all becomes pretty entertaining. Much like sex, *Twin Caliber* is decent on your own, but much more fun with a friend. The game really comes alive when you and your colleague tackle it together. With four weapons in your combined arsenal, blasting through the levels becomes much more strategic and entertaining. It's never likely to challenge *PES* or *Timesplitters 2* as the post-work multiplayer game of choice, but it's an interesting diversion from the main solo game.

#### THE EVIL THAT MEN DUAL

*Twin Caliber* succeeds in creating a genuine cinematic feel, as you stride through the multi-angled locations shooting in various directions at

#### / IMAGINE HOW DIFFICULT LIFE WOULD BE IF YOU EVER HAD TO DO TWO TASKS AT ONCE /



SPLAT Zombies explode in accordance with Survival Horror Law.

whatever sinister mutant feels like playing. The graphics, although a touch dark at times, are fairly decent, although they're not much of an evolution from the *Resident Evils* and *Silent Hills* that dominate the freakshow Premiership. What do become annoying though are the mini close-ups of certain zombies being blasted in a particular way. They are rather familiar of a visual trick being adopted by every developer in the known world that originated in an overrated 1999 film starring Keanu Reeves. Shall we just leave it at that?

The sound is disappointing too, with none of the tension so prevalent in *Project Zero* or *Silent Hill 2*. Admittedly it's much more gung-ho than either of these, but it would have been nice to have some nervy shock moments amid the Rambofied action. The voice acting is pretty terrible as well, with both characters sounding remarkably similar. This wouldn't be so bad if they didn't speak like Cookie Monster from *Sesame Street*; a problem intensified by some of the dodgiest lines this side of a drug dealer mixing his gear with washing powder.

Although it's unlikely to be tarred with such adjectives as 'innovative' or 'intelligent', *Twin Caliber* is an exciting shooter that should appease most gamers. Although it can get a little tedious at times, the levels still offer up enough surprises to keep you battling onwards, especially in the impressive looking end-of-level bosses. It's just a shame that the dull moments are a touch too frequent throughout.

/ SIMON SINGLETON

## FIRE TWO GUNS AT ONCE? PAH, TRY THESE THEN!

### LIFE'S TRICKIEST TASKS

EVER ATTEMPTED TO CHARM A FRENCH GIRL WITH your theories about *Jules et Jim* after 12 pints of Stella? There are certain human tasks that just aren't possible unless you have the trained mind of a master Jedi, or Uri Geller at the very least. *Twin Caliber*'s control system is tough, but believe it or not, some tasks are even trickier...

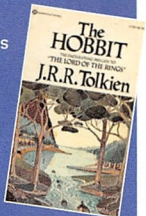


#### STAYING AWAKE AFTER SEX

Your girlfriend isn't in your bed – you drift in the realms of insomnia. Your girlfriend is in your bed – you're dozy at seven in the evening as you battle the land of nod for another round of bedroom passion. Unfortunately it's impossible. DIFFICULTY RATING: ★★★★★ 3/5

#### FINISHING THE HOBBIT

Yes, it's one of the finest examples of English literature. But it's only rated as this because no one has ever completed it. It may well have a depraved orc threesome at the end and no one would ever know. In fact, everything after the first chapter is as much of a mystery as why Marshall Law hasn't been axed. DIFFICULTY RATING: ★★★★★ 4/5



#### PERFORMING KARAOKE WITH DIGNITY

It's a nervous laughter as the one eccentric in the room batters out *Purple Rain*. You know you're next up, even if you didn't volunteer. You get up, you hit bum notes, you dance like your dad, you get laughed at, you sit down, you slit wrists... DIFFICULTY RATING: ★★★★★ 5/5

## VERDICT

PSW

#### UPPERS

- Unusual target method
- Good end-of-level battles
- Multiplier scoring system
- Occasional parts of magic

#### DOWNERS

- Zombies - how original!
- Two gun system complicated
- Completely on-rails
- Can get cluttered on-screen

GRAPHICS - Mixture of decent backdrops and nice lighting 7

SOUND - Awful voice acting and dull ambience 5

LIFESPAN - Days rather than weeks of gaming 7

#### OVERALL SCORE

Any game that brings something new to the gaming table should be applauded, and the two guns system is novel. However it's not enough to lift it out of good and into essential.

7



# WAY OF THE SAMURAI

WE MASTERED THE WAY OF THE EXPLODING FIST YEARS AGO. UNFORTUNATELY, THINGS HAVEN'T EVOLVED MUCH SINCE.

TYPE	FIGHTING
PLAYERS	1
OUT	NOW
DISTRIBUTOR	INFOGRAAMES
PRICE	\$99.95
DEVELOPER	ACQUIRE
RATED	M15+

## A CURIOUS MIX THIS ONE. AFTER

an opening sequence lavished with a typically mood-setting samurai soundtrack and a real Kurosawa-esque flavour, the game launches with a guitar-crunching number that would be more suited to a racing game from an 80s arcade. As you'd imagine, the feudal Japanese atmosphere is quickly lost.

And it gets worse when you actually start playing, which you'll be desperate to do as you begin the endurance test that is the patronising

tutorial. Honestly, trained monkeys would find it a little demeaning. We're experts!

Having mastered the way of the samurai in three minutes, you're launched into the thick of the action. Well, you're launched into a bizarre bridge fight anyway, as you rescue a damsel in distress from some nasty warrior types. Immediately, it's clear that the combat system is far from ninja; perhaps more akin to the scrapping abilities of Ghandi. Pulling off sword swipes is slow and cumbersome, and it takes an age for any of your nemeses to attack. New combat moves can be learnt, but these are almost impossible to pull off and unsatisfying in the rare occasions they work.

Unbelievably, it gets worse, as the bulk of the game is spent running round locations with no idea

of where to go or what to do. The rare interactions with characters are hilariously bad, with scripting that makes *Attack Of The Clones* look Pulitzer-worthy by comparison. Our personal favourite is "Listen! Carve this into your soul!" Soon you even start attempting to fight an oncoming train for entertainment. Suffice to say you lose this battle.

If this is the way of the samurai, then we'll stick to watching the fights down Redfern station on a Friday night for our violent kicks.

/ SIMON SINGLETON



**BROKEN SWORD** The backdrops are rather pretty, but the combat sequences are garish and clumsy.



**BLAXPLOATION** Black warriors with huge afros in ancient Japan?

## VERDICT

PSW

### UPPERS

- It provides a laugh
- Teaches ancient arts
- ...such as PS2 destroying
- ...and refund attempting

### DOWNERS

- Very slow
- The battles are tedious
- Dreadful scripting
- Gets boring within minutes

**GRAPHICS** - Actually not too bad, with some nice backdrops

6

**SOUND** - Jazz and rock? Were they invented then?

4

**LIFESPAN** - You'll be looking for the way of the bin quickly

3

### OVERALL SCORE

With a gaming heritage that includes the *Technu* series on PSone, Acquire would have been expected to unleash something stronger than this. Unfortunately, this is the wrong Way.

4

# MASTER RALLYE

AT LAST, THE SON OF MR RALLYE FINALLY GETS HIS OWN GAME, AND WHAT A STORMER IT IS TOO. OH NO, HANG ON...

TYPE	RACING
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	TAKE 2
PRICE	\$99.95
DEVELOPER	STEEL MONKEYS
RATED	G

## WITH A PC RELEASE AS

magnanimously celebrated as that of Hear'say's second album in the space of eight months, the chance of *Master Rallye* setting the PS2 market on fire was always going to be slim. Given that there are now more off-road games than there are unsold copies of the aforementioned second long player from the Ploppers, any new title has to offer that little bit of magic to even elevate it out of the Diadora League of rally games. But even with such a stockpile of

dirty racers, not one has yet come out as the undisputed heavyweight of the genre. Surely that leaves a gap open for an underdog such as this?

Well, yes, but unsurprisingly it doesn't quite manage to rally its way to the top, but that's not to say it's terrible. Unfortunately, it suffers from too many problems endemic of under-powered off-rollers. The landscapes are barren and dull, the handling rarely changes (regardless of whether you're on water or on gravel) and shrubs have the blocking ability of a 50 foot thick concrete wall.

It almost goes without saying that you can fine-tune your vehicle before racing, and it's barely worth mentioning that you can race across a variety of courses, each with different conditions. What is probably more newsworthy is the 'ecover

vehicle' feature, which allows you to place your behemoth back on the track. In principle, this should work fine, but sometimes you find yourself prematurely getting the crane out, only to find yourself ready to carry on, by which time it's too late and you respawn and lose precious seconds.

It's fairly simple and unchallenging, and therefore doesn't deserve to be dissected like a Ronaldinho free-kick, but with *McRae* and *WRC II* on the horizon, you'd do better to sit it out for now.

/ SIMON SINGLETON



**WITHOUT FRONTIERS** You have the freedom to drive into trees!



**THIN GREEN LINE** The map (bottom left) is basic to say the least.

## VERDICT

PSW

### UPPERS

- Masses of wide tracks
- Solid, if simple fun
- Opponents' AI is decent
- Rally fans may lap it all up

### DOWNERS

- Handling is average
- Speed isn't its strong point
- Nor are its visuals
- Enters a crowded market

**GRAPHICS** - Basic and unsatisfying, given the competition

5

**SOUND** - Poor car effects, dreadful in-game music

4

**LIFESPAN** - You're unlikely to finish an entire season

5

### OVERALL SCORE

Without the looks of *WRC*, the handling of *GT3* or the speed of *V-Rally 3*, *Master Rallye* is a rather redundant package that never manages to capture the magic of the sport.

4

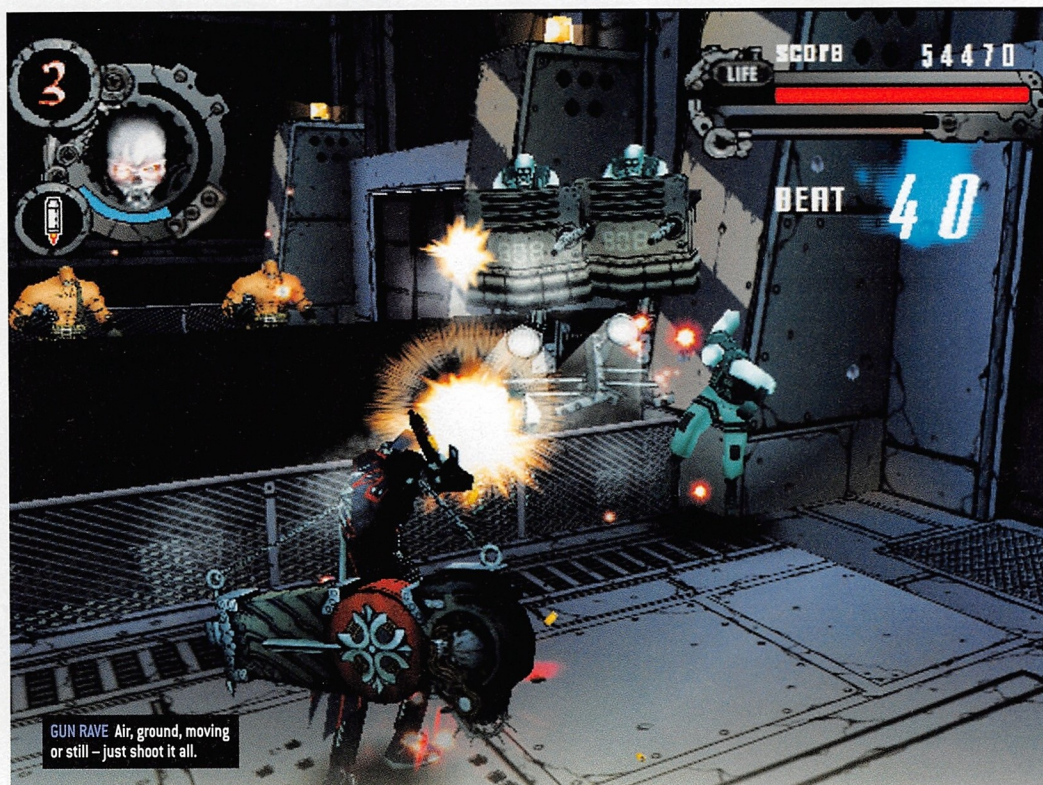




MAXIMUM POWER! Blurry slow-mo equals major enemy death.



BANGING Some guns going off. This is a recurring theme.



GUN RAVE Air, ground, moving or still – just shoot it all.

# GUNGRAVE

CRIQUEY IT'S VIOLENT, BUT IT LOOKS LIKE A CARTOON SO NO ONE WILL COMPLAIN. IT'S GUNGRAVE, AND IT WANTS TO DESTROY PASSERS BY.

## IF SEGA HAS TAUGHT US ANYTHING

it's that games need to be no more than four levels long and don't have to take more than 30 minutes to

complete to be considered classics. We immediately knew *Gungrave* was by a Sega-affiliated development team for two reasons: (1) we completed it on our first go, and (2) we had an absolutely huge amount of fun while doing so.

Therein lies the eternal dilemma for the reviewer of arcade shooters. With so many soul-destroying and bland games about, do we 'big up' *Gungrave* as a brilliant oasis of fun in a dull desert of lost keycards? Or, with so many short games around, do we cry like children denied crisps over the brief nature that is the *Gungrave* micro-experience?

Currently we favour the 'bigging up' option purely because, in our own irrational way that we don't have to explain, we just like *Gungrave*. It plays like *Tomb Raider* on amphetamines, with the hero Ian Gungrave simply running about and shooting everything that comes within range. Everything out of shot will just have to wait... for

about 30 seconds until it's within your reaches. Or just use a special missile attack.

These longer range specials trigger a slow motion blurry effect, and also showcase *Gungrave*'s brilliant, ever-changing levels. The walls, floors, chairs and everything are ripped to shreds by bigger blasts, with shrapnel, rubble and dead bodies flying about like someone's just switched off the gravity in a war zone. There is a staggering amount of destruction.

There's always something happening – enemies attacking, walls disintegrating, you dying – so that, for the short while it lasts, *Gungrave* is never anything less than a spectacular demonstration of how shooting games should be. It is supposed to have been "made harder" for the PAL release, but feels identical to the Japanese version we previewed in *PSW#5* to us. Perhaps we've just got better at games in the last two months.

If you're not very good at games, *Gungrave* may well last you a couple of hours before that 'Congratulations!' screen appears. Your only motivation to play again is to add a few thousand

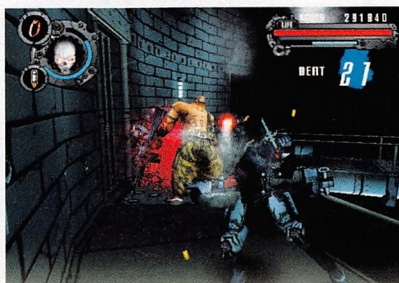
to that high score. Problem is, we're not that convinced of *Gungrave*'s replay value. On the one hand there's the possibility of score attacking by linking your chain shots together (for a bonus) and trying to whack a whole level without missing a single enemy, but the techniques involved in doing so seem a little hit and miss. And when it's so easy to begin with, the challenge of "getting better at it" isn't really a motivating factor at all.

*Gungrave* isn't a long-term commitment, it's a quick grope in an alleyway with someone who's name you don't know and will never see again. So all you clingy types who want a game to grow old with should look elsewhere for your next gaming partner. We're giving it a seven, because we like short, colourful and dumb action stuff like this regardless of how long it lasts. And besides, we said we'd give it a seven back in *PSW#5*.

/ GARY CUTLACK



BANG, AND INDEED BANG Protect the UN food packs with your life.



AN APOLOGY PSW is sorry for the lack of shooting in this image.

VERDICT		PSW
<b>UPPERS</b>	<b>DOWNERS</b>	
- Gorgeous design and style	- Good gamers will have it	
- Always something to shoot	- completed in an hour	
- Nice specials and weapons	- Bad gamers will have it	
- Simple to control and play	- completed in two hours	
<b>GRAPHICS</b>	- A pretty, colourful and ever-changing look	8
<b>SOUND</b>	- The sound man was very good at explosions	7
<b>LIFESPAN</b>	- Small pockets of replay value, but only just	3
<b>OVERALL SCORE</b>		7
For fans of loud Japanese shooters with money to burn, it's perfect. For those who demand more value for money it's way too short, but an utter riot of fun and destruction while it lasts.		

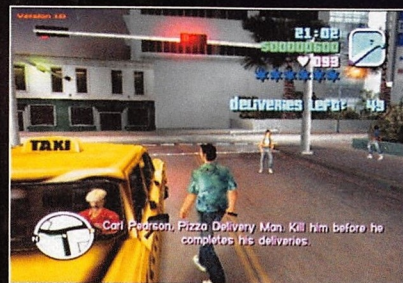




TRACK AND FIELD Tommy shows why he ran the 110m hurdles at the LA Olympics.



DAMN Don't you hate it when the seatbelt gets caught in the door.



YO TAXI! Excuse me, can I just borrow this for a moment?



SQUARE JAWED HERO Tommy's not a good-looking man, is he?

# GRAND THEFT AUTO: VICE CITY

THE GAME THAT NEEDS NO INTRODUCTION GETS ONE ANYWAY.



TYPE	ACTION ADVENTURE
PLAYERS	1
OUT	NOW
DISTRIBUTOR	TAKE 2
PRICE	\$99.95
DEVELOPER	ROCKSTAR
RATED	MA 15+

SO, IS IT AS GOOD AS GTA3? THAT'S THE question everyone asks when I tell them I've been playing *GTA: Vice City* for the past couple of days. While I'm trying to explain that it's not as simple as yes or no, they move onto the important questions. How cool are the motorbikes? Can you do a drive-by in a helicopter? What's this about strip clubs?

What everyone wants from *Vice City* is more of the same. And then a bit more besides. On this count, Rockstar has delivered exactly what the fans wanted. *Vice City* is a bigger place than *Liberty City*; there are more cars, planes and boats to drive, as well as motorbikes and helicopters; more side missions; more characters; more secrets; more music; more weapons, etc. etc. To squeeze so much into the game in such a short space of time – twelve months on from *GTA3* – is a remarkable achievement. Yes, the motorbikes are cool. Yes, you can shoot while piloting a 'copter. Yes, there is a strip club. But does bigger necessarily equate to better?

Fundamentally, this is the same game we all played a year ago. The basic structure remains mostly intact, while many of the additions simply rework existing aspects into new but immediately

recognisable shapes. We'll admit to experiencing *déjà vu*, particularly during the game's early stages. Even later on, having encountered many of the enhancements and new features, we couldn't shake the nagging sensation that we'd done this before.

*Vice City* won't blow you away like *GTA3* did. That the shock of the new is greatly diluted is not solely attributable to the familiar play mechanics. Of equal significance here is the saturation media coverage, the endless hyperbole and overly revealing previews you no doubt read over the past few months (you tried not to but, like the rest of us,

couldn't resist a peek). Everyone already knows what to expect from *Vice City*, and it's tough to be genuinely surprised by the same thing twice.

Again, you begin the game at the bottom of the organised crime ladder and must work your way to the top, winning favour with influential people by performing all manner of nefarious tasks. The same career missions (vigilante, paramedic, taxi and firefighter) are supplemented by pizza and ice cream deliveries, which simply transpose the same activity onto two markedly different vehicles. The hidden packages, unique stunts,



FASHION POLICE Taking the law into your own hands.



EXPRESS DELIVERY Delivering death, in case you were wondering.



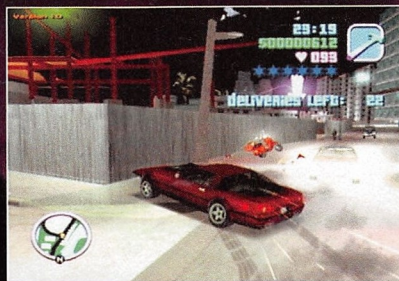
## ROAD RAGE

### THE MIAMI STREET DIRECTORY

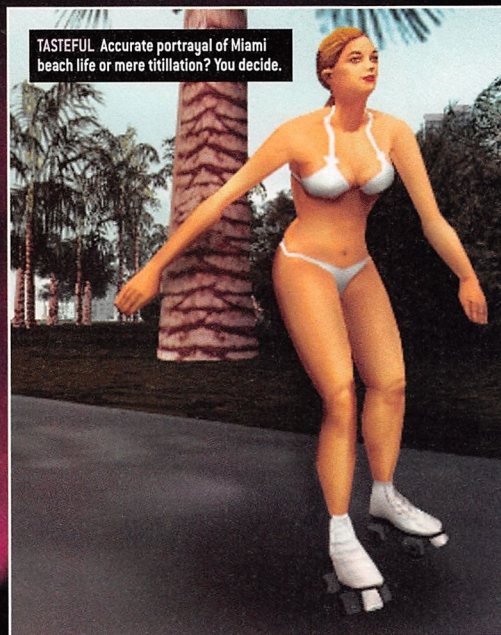
Vice City's network of roads is less of a grid than Liberty City. Fewer steep hills but more minor undulations and slight kinks make mastery of the streets a more substantial challenge. It doesn't help that the scenery appears homogenised and the numerous neighbourhoods less visually distinct. But then, that is what Miami is like in real life, it's hardly Rockstar's fault.



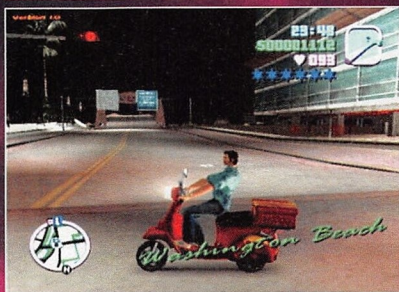
**PALM OFF** You'd think it was the only tree that grows in Miami.



**THIN & CRISPY** How the pizza boy will look when you're finished.



**TASTEFUL** Accurate portrayal of Miami beach life or mere titillation? You decide.



**EDGE OF THE SEAT** You can't criticise such superb posture!



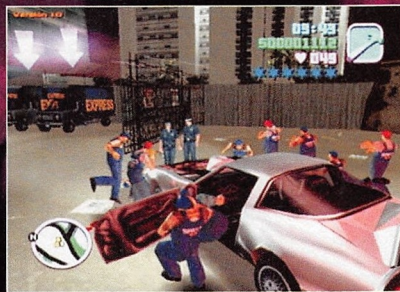
**ON THE RUN** Out for a jog on a beautiful Vice City morning.



**DREAM DRIVE** Ah, the return of an old favourite. Love the Cheetah!



**NO PARKING** No points for practicality but plenty for style.



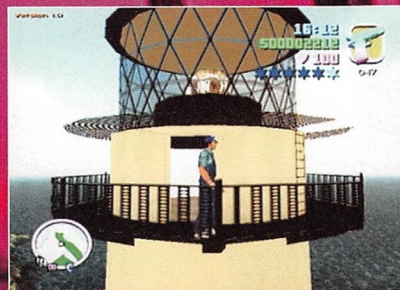
**THERE'S A RIOT GOIN' ON** Guess who started this all-in brawl?



**THE AFTERMATH** Vice City is just as bloody as Liberty City.



**OUTTATHAWAY!** There's no escape for these poor fools... Bwahaha!



**LEAVE THE LIGHT ON** Now, if only I had a sniper rifle...



**SIGHTSEEING** The amount of incidental detail is certainly higher than in GT43.

## CAR-NAGE

### THE NEW PANEL BEATING CAREER MODE

One early mission shows off an entertaining but ultimately pointless new feature. Here you can see our hero, Tommy, taking to a poor innocent person's family sedan with a hammer. Yay, you can beat the crap out of cars with melee weapons now. Ain't progress grand!

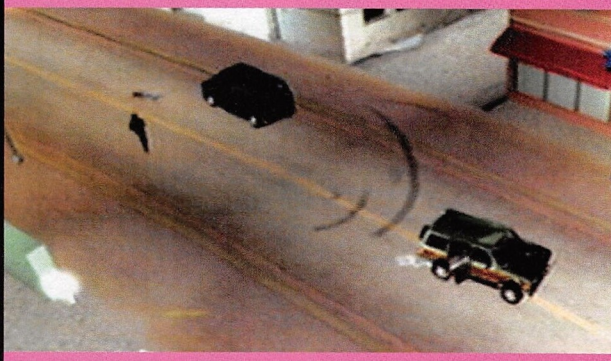




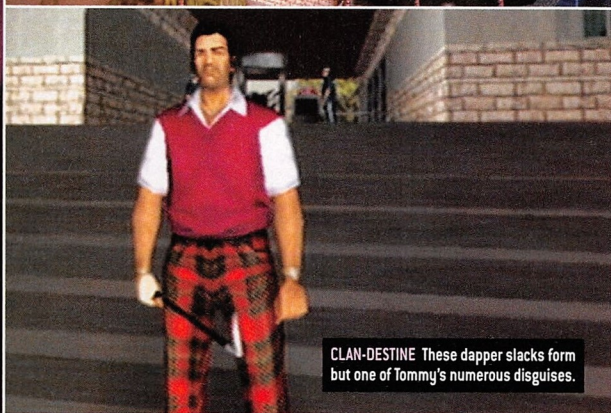
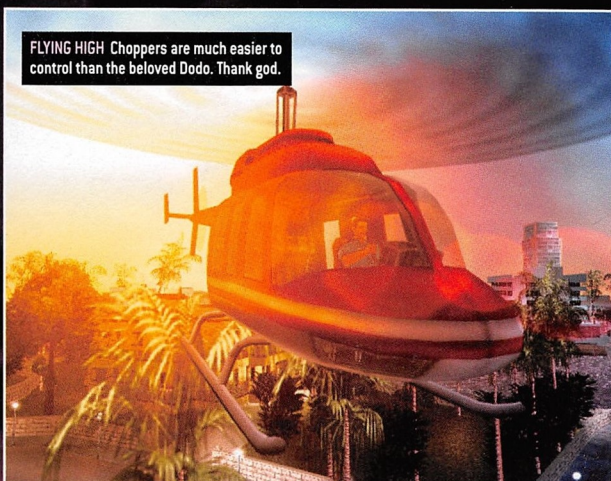
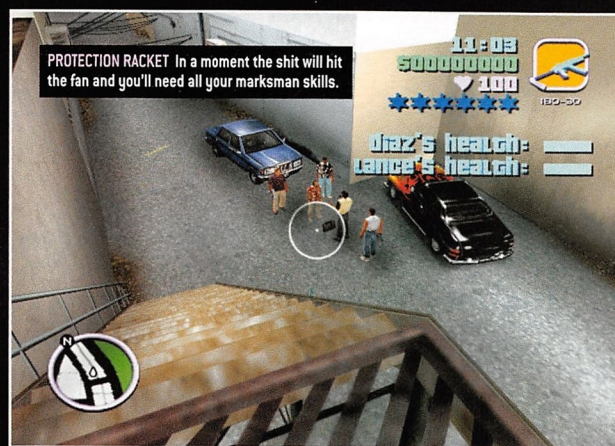
## BYE BYE BIRD'S EYE

### OUT WITH THE OLD IN WITH THE NEW

Vice City has finally said goodbye to the traditional top-down or bird's eye view that served the series so admirably through its first two iterations. It was still in *GTA3* but was completely useless. Here it's been replaced by a "cinematic" view that proceeds to edit the action between various external cameras. It looks thoroughly impressive but is only marginally more playable.



**/ STORY MISSIONS ARE HARDER AND LONGER WITH MANY SPORTING MULTI-TIERED OBJECTIVES /**



rampages, RC missions, checkpoint races and car delivery missions all return virtually unchanged, while several other optional activities make their debut (but I won't spoil them for you).

Though the number of story missions is smaller in comparison to *GTA3*, they are generally harder and longer with many sporting multi-tiered objectives. As in *GTA3*, the more demanding missions act as boss levels in that their completion unlocks new areas and ushers in an increased degree of difficulty for what follows. In other words, they're rites of passage; by finishing them you've proved your worth and deserve the rewards. In conjunction with the unrivalled freedom the player is granted, it's this reward system that elevates the *GTA* series to greatness. There's always something to do – a handful of story missions plus a host of side missions at any one moment – and there's always a meaningful reward for doing so.

In fact, if anything the rewards offered in Vice City carry more weight than they did in Liberty. Crucially, Rockstar North has overhauled the economic system so that money actually matters. Smaller payments are given for passing missions

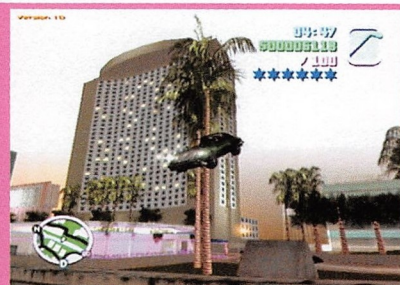
(hey, the greenback was worth more back then) and fewer free weapons litter the streets making expensive trips to Ammu-Nation a regular occurrence. Much of the time you'll also be relying on Pay 'N Spray to get the cops off your tail, since the vigilante missions no longer provide you with those ever-so-useful police bribes. No spoilers about what they do gift you with though...

End result? You'll be monitoring your bank balance more keenly here than the cursory glance you may have given it in *GTA3*. Fortunately, several methods of earning extra income have been introduced to ensure you don't run out of cash. One is the ability to rob stores – enter a shop, target the clerk and watch the bills stack up on the counter. Careful though, the more money you illicitly elicit, the more police presence you'll encounter on the way out. The other method requires cash up front but doesn't alert the cops.

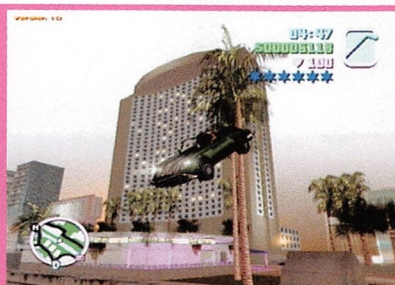
For the first time in a *GTA* game you can actually buy property. Depending on the establishment's business, purchased buildings may generate income on a daily basis, offer you extra missions, act as a save point and garage, or any combination of the three. Although initially

## WHEN STUNTS GO WRONG

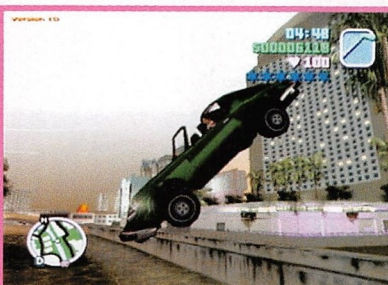
### OR HOW TO DIE WITHOUT DIGNITY



1. WE HIT THE RAMP AT FULL SPEED. THINGS ARE LOOKING GOOD.



2. HMM, THE OTHER SIDE OF THIS CANAL LOOKS FURTHER AWAY FROM UP HERE THAN IT DID FROM THE ROAD.



3. OH DEAR! WHY DIDN'T I PICK THE INFERNUS?



## HANGIN' ON THE TELEPHONE

### EXPLAINING THAT HUGE BULGE IN HIS JEANS

No, he's not pleased to see you. Rather it's the extraordinarily large mobile phone that Tommy carries around in his jeans pocket. Obtained early on, Tommy's "cell phone" allows him to receive mission instructions while he's running around. A very nice touch.



**BIG MUTHA TRUCKERS** Shame you can't take this into the dirt arena...



### / YOU'LL NEED THE CASH OBTAINED FROM TURNING OVER THAT CONVENIENCE STORE /

seeming little more than a cosmetic touch, real estate plays a larger role in proceedings later on in the game (again, no spoilers) and eventually proves a valuable new addition to the series.

All told there's a much tighter connection between the story and side missions this time around. While before the rewards for completing side missions were once mere cool bonuses, here they not only make greater contextual sense but they're now high on necessary for passing many of the tougher missions. You'll need the cash obtained from turning over that convenience store. You'll be thankful for the extra health and armour that two of the career missions provide. You'll be eternally grateful for the four garages you acquire through purchasing a particular business. This complementary relationship serves to illustrate the brilliant and efficient design Rockstar has honed over the previous three titles and now perfected with *Vice City*.

Whether you're progressing through the narrative, beefing up your character, offending various street gangs or adding to your arsenal, everything has a point and everything you do has a consequence. *Vice City* behaves like a credible, believable world. And it's not just your actions and their results that contribute to this sensation; the thousands of citizens assist in breathing life into the place, too. Gang members are more active on the streets. You'll see muggings, shoot-outs, drive-bys, and hit-and-runs that weren't caused by yourself. You'll see the police chasing after

**YOU TALKIN' TO ME?** Sorry, wrong film. Wrong city, even. And wrong hard man actor as well. Sorry.



**SECURI-CAM** The golf club doesn't take too kindly to firearms.



**BONFIRE** The rampages are just as much fun as they once were.



**WE MISS MISTY** But her snazzy BF Injection returns for an encore.



**DEFLATION** As you can see, your bank balance isn't as absurd.



**SKIDMARKS** Well, it's cheaper than installing air-conditioning.

### VERDICT

**PSW**

UPPERS	DOWNERS
- Unparalleled freedom	- Same game as GTA3
- Superior missions	- Not as many missions
- So many secrets	- Not quite enough new stuff
- Most of the 80s music	- Some of the 80s music

<b>GRAPHICS</b>	- The engine is lackluster compared PS2's best	8
<b>SOUND</b>	- Exemplary voice acting and a stunning soundtrack	10
<b>LIFESPAN</b>	- Not short, but it'll be over far too soon	9

### OVERALL SCORE

So it's not quite the game *GTA3* was, but it's still easily worth a ten in our books. More of the same has never tasted this good before.

**10**

other criminals through the streets, either on foot or by car. It all helps in the creation of a more persuasive and plausible game world, one that doesn't necessarily revolve around you.

Similarly, the main players in the story are fleshed out to a greater extent than before. Whereas *GTA3* painted its characters in broad strokes, *Vice City* deals more in specifics to bring us caricatures instead of stereotypes, if you will. The dialogue is taut and expertly written, providing the surprisingly A-list voice-acting cast with plenty of opportunities to shine. Indeed, each cutscene plays out like a snippet from a film you've seen before but just can't quite recall its name. Part-homage, part-parody, *Vice City's* narrative is clever, funny and twists at just the right moments.

Much like the decade from which it draws inspiration, *Vice City* is loud, brash and vibrant. It's *GTA3*, but bigger, brighter and more beautiful. Technically it's probably the better game, too – if only because it's packed in more stuff and presents it all with a heightened style and panache. But it won't surprise you like *GTA3* did. You've done this before and it's never quite the same the second time around. Still, it's the second best game on PS2. Pretty good for an expansion pack, I'd say.

/ DAVID WILDOOSE



KEEP YOUR FOCUS Only Sainz in WRC II. McRae's got his own game.



BURNOUT The replays really show off WRC II's stunning looks.

# WORLD RALLY CHAMPIONSHIP II EXTREME



FORGET THE PROBLEMS OF THE FIRST GAME. THIS IS MOST DEFINITELY THE NERVE-SHREDDING RALLYING EXPERIENCE WE WERE PROMISED.

TYPE	DRIVING
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	SONY
PRICE	\$99.95
DEVELOPER	EVOLUTION
SEE IT ON DVD	
/ Each rally is unique / Better controls than WRC I / Stunning landscapes / Host of cars to unlock	

## RALLYING CAN BE A LONELY

experience. No other cars to swap paintwork with. No grandstands full of cheering Ferrari fans. No pit crew drip-feeding lap information. It's just you, a lonely dirt track and a few grazing wildebeest for company. Well, it would be if it wasn't for the bloke beside you barking orders in your ear. The rocks, trees, walls and hedges trying to rip your wheels off. The little time clock telling you how much faster the maniac in front is covering the course. The gravel, mud and snow that refuse to let your tyres grip and the succession of hairpin bends that loom up out of nowhere every five seconds. At times it's too much for your frazzled brain to deal with.

There's a blind brow looming up in the distance with a 1500-foot drop on one side and a jagged

rock face on the other. Matey next to you is already blathering about the hard right coming up 300 meters after the crest. But you were too busy grappling to keep the back end from overtaking the front end to hear him when he mentioned what was lying in wait. What do you do?

## STICK OR SWITCH?

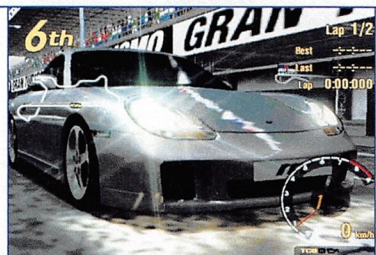
Ease off on the throttle and coast over the top, losing all hope of that podium spot and the respect of your co-driver, your team, your family and your country forever? Gamble on a right turn after the summit, deciding it's better to smack into an immovable lump of granite than plummet off the side of the cliff into the abyss below? Or just keep your foot planted to the floor and pray that the pit boys back at service can put the car back

together again before the next stage if divine intervention doesn't deal you a wide open road? It's split second decisions like these that make WRC II Extreme so exhilarating.

In spite of your best efforts to keep your \$1 million machine looking like a \$1 million machine, there are moments when you're totally and utterly out of control. For a few brief seconds the world around you ceases to exist, perspiration flows from your fingers and the poker player inside opts for speed over caution, praying that the man upstairs will choose the shoulder-sagging relief of an open road over the bowel-loosening sight of a tree trunk right in your path. Yet the most remarkable thing about WRC II Extreme isn't the overwhelming tension, the sphincter-tightening fear, the shocking spontaneity or the utter joy of a successful run. It's

## FIVE STAR CARS

### GRAN TURISMO 3 A-SPEC



/ DRIVING DOESN'T GET MORE REAL THAN THIS. YOU even need to get your licence to progress. One of the biggest games on PS2. It will take you years to finish this driving dream.

NOT REVIEWED

## PS2 NOW HAS EVERY DRIVING DISCIPLINE COVERED. IF YOU'RE INTO

### V8 SUPERCARS RACE DRIVER



/ GRAN TURISMO'S ONE FAILING WAS THE POOR driver intelligence of your rivals. V8's vicious racers more than make up for this with some of the most competitive racing on PS2.

REVIEWED IN ISSUE 4 \*\*\*\*\* 9/10

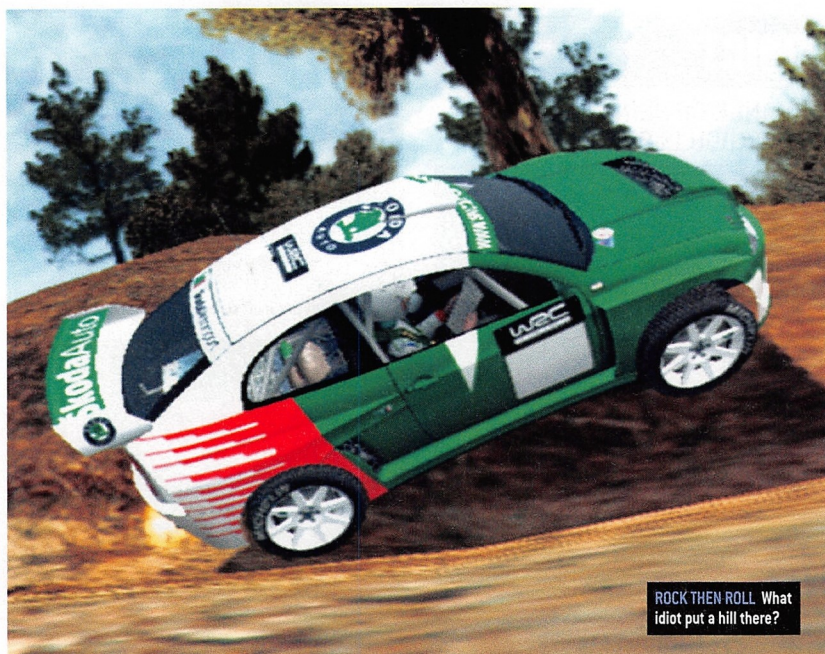
### BURNOUT 2: POINT OF IMPACT



/ THE BEST ARCADE STYLE RACER EVER MADE. Insanely fast with the most spectacular, heart juddering crashes outside of Police, Camera, Action. Absolutely essential.

REVIEWED IN ISSUE 6 \*\*\*\*\* 10/10





ROCK THEN ROLL. What idiot put a hill there?



SUBARU EXTREME The new bodykit looks too good to thrash.



THE RALLY TIMES "I'm bored of reading about Russ and Nicole."



HOCUS FOCUS See, Fords can be sexy with a little imagination.



PRO EVOLUTION Sadly it's not the race winner it was.

the fact that you're actually able to experience these feelings at all.

#### THAT PETROL EMOTION

The original *WRC* never got close to stimulating any of these emotional extremes. Instead your time was monopolised by struggling to keep control of a car that simply refused to point in a straight line. Not because of the wickedly challenging roads but because of handling that was far too sensitive and fundamentally wrong. One nudge of the analogue stick, one frightened reaction to a looming wall, one gentle tap of the brakes: all led to massive swerves that escalated into uncontrollable bouts of excessive overcompensation. Entire stretches of road were covered, weaving from side to side as your attempts to correct the yawing car only

exacerbated the problem. It was maddeningly frustrating and spoil an otherwise polished game.

Thankfully the intervening twelve months between the two games have been well spent with Evolution Studios managing to transform a game that was exasperatingly uncontrollable at times into something beautifully responsive. All of those overcompensating irritations have been replaced by a feel that leaves you under no illusion that the car is totally under your spell at all times. It appears almost too sensitive at first, but give it a few minutes and you'll be chucking your car into 180 degree hairpins with utter confidence and supreme control.

Just like Sony's sublime *Formula One 2001* the analogue stick only needs the slightest of nudges to get you round a gentle curve. This leaves you

**/ YOU'RE UNDER NO ILLUSION THAT THE CAR IS TOTALLY UNDER YOUR SPELL AT ALL TIMES /**

with ample leverage to really yank that stick to its full extent in order to drag your protesting tyres through the tightest bends. It all works so sweetly, you're left to concentrate 100 per cent on some of the most frightening roads this planet can chuck at you.

Even when a game manages to nail it on the handling it can still be left coughing and spluttering on the hard shoulder if the curves don't tease, challenge and excite. *WRC II Extreme* has no worries in this department with 14 rallies from across the globe, possessing some of the most devilishly challenging roads and sinew snapping sequences of twists and turns. Whipping the analogue stick from left to right and back again, as you negotiate a tight series of switching bends, never fails to get the hairs on the back of your

### CARS YOU SIMPLY MUST OWN ONE OF THESE TOP RACING GAMES

#### FORMULA ONE 2001 (SONY)



/ THE REAL THING MAY BE AS DULL AS JAMES Allen but this is anything but. Beautifully responsive handling, lightning fast cars, and now in the shops for less than \$50. Unmissable. NOT REVIEWED

#### WRC II EXTREME



/ IT'S ONLY TAKEN TWO YEARS BUT PS2 FINALLY has a rally experience to be proud of. *WRC II Extreme* can hold its head high in such esteemed company. The new dirt master. REVIEWED IN ISSUE 7 \*\*\*\*\* 9/10



EARLY STAGES The cars get dirtier as you progress.



## WRC AT WAR: THE VERDICT

IT'S LIKE WAITING FOR A BUS. ONLY YOU'VE GOT LESS CHANCE OF BEING STABBED. TWO RALLY GAMES COME ALONG AT ONCE – BUT WHICH IS BEST?



**WRC II EXTREME** The only place you'll find all of the official cars and drivers



**COLIN MCRAE RALLY 3** The only place you'll find Colin driving one of these.

**BRITNEY SPEARS OR CHRISTINA AGUILERA?** You might say it comes down to personal preference, but no, that would be sitting on the fence. And it's our duty as journalists not to sit on any fences. Not even real ones. And thus, to determine the best rally game your hard earned (unless you're a student) money can buy, we've pitted McRae's latest excursion against the giant-slaying *WRC II Extreme*. Welcome to our nightmare...

Before the games begin, we take a long hard look at the bare stats – via the medium of the emailed press release – which reveals an interesting disparity between the two. With the official 2002 World Rally Championship licence, developer Evolution Studios has shoehorned every car, every driver, every event and seemingly every blade of grass from the actual championship in progress right now into *WRC II Extreme*. The only notable omission from the otherwise comprehensive package is driver Colin McRae, for reasons which will become very obvious. Like right now. Codemasters' game has the exclusive rights to McRae, but – crucially – just McRae, so you won't find any other drivers or cars from the real championship here along with a much smaller collection of events. So let's call that *WRC II Extreme 1 - Colin McRae 0*.

This early domination continues out on the asphalt/gravel/snow. Your initial run of *WRC II Extreme* is likely to be blighted

by impromptu excursions into the boondocks as you struggle to take in the quite astonishing – dare we say it? – photo-realistic environs. Take three steps back from the television, squint a little bit, and tilt your head to one side, and you could be watching Channel 4's rally coverage.

McRae, by comparison, fails to match the turbo charged 300bhp graphical kick in the face *WRC II Extreme* so effectively delivers. Surprising when you consider a) just how long it's been in development, and b) just how superior the PSone versions were to the innumerable challengers. Perhaps it's symptomatic of the multi-format nature of McRae – the PS2 game has been developed in tandem with the Xbox version which invariably results in graphical compromises, whereas *WRC II Extreme* is pure PS2, plain and simple. McRae's no dog, by any means, and we can't get enough of that rain-lashed windscreen effect. But there's some poor scenery furniture and occasional, quite intrusive pop-up that really shatters the illusion of reality.

Behind the wheel it's a more evenly fought contest. McRae's strength, like the former champion himself, was always the incredible car handling, and in this department the third iteration doesn't disappoint. Virginal newcomers can handbrake it around hairpin bends with the greatest of ease, while seasoned veterans will be tearing up the tarmac like

a true pro. Much as we expected, then.

The big question around the office was always how *WRC II Extreme* would compare. The original game suffered from excessively sensitive and twitchy steering, which often had the undesirable effect of sending your million dollar machinery ricocheting off the stone wall boundaries like a pinball. We were quite vocal about this at the time. It got us in quite a bit of trouble. But once the furore calmed down, perhaps they realised we were quite correct in our scathing criticism, because *WRC II Extreme* answers with an altogether more friendly, confidence-inspiring handling system. The sensitivity has been toned down noticeably, at no apparent cost to the manoeuvrability of your motor, enabling you to chuck the car around the challenging courses just like, um, Colin McRae. Funny that.

But when all is said and done, and done and said, and said and done, if we had to lash out 100 bucks on a new rally game, cards on the table, balls on the line etc, we'd opt for *WRC II Extreme*. It does much the same as McRae on a basic level (thankfully minus those irritating cut-scenes) but with a much nicer paint job, proper WRC cars, drivers and official events, and a greater sense of authenticity. Both are cracking games and thoroughly deserve their high scores, but it's *WRC II Extreme* getting the champagne shower.



**PIPING HOT** Citroën's aren't supposed to be this much fun.



**TOO MUCH INFORMATION** Easy right and I've just soiled my pants.



**SPOILERED** Lunatic jumps aren't covered under warranty.

neck standing to attention in salute of *WRC II Extreme*'s ability to constantly thrill and delight.

Each rally possesses its own unique style and features. Monte Carlo, with its tight, twisting mountainous curves, tempts with a clear view of the snaking road dropping away in front of you, then punishes any over zealous cornering with a frightening plummet over the edge. Spain swaps claustrophobic terror for giddy speed. Its long straight valley roads inviting you to weld your foot to the floor, then daring you to hold your nerve as blind rises emerge out of the sunlight.

### SWEPT AWAY

Suddenly hitting a series of sweeping bends with your whining engine at full pelt and no time to slam on the anchors without sending your car into an uncontrollable spin is both petrifying and exhilarating. All you can do is steam on through, praying that your deft steering will keep you on the road long enough for your speed to drop to a slightly less insane level. Moments like this, when you're right on the limit and mere millimetres from carnage as the rocks and tress scrape you a new paint job, can almost take on a Zen-like perspective. Everything around you ceases to exist



**NETWORK Q** Bond lines up the leader with his triple rockets.

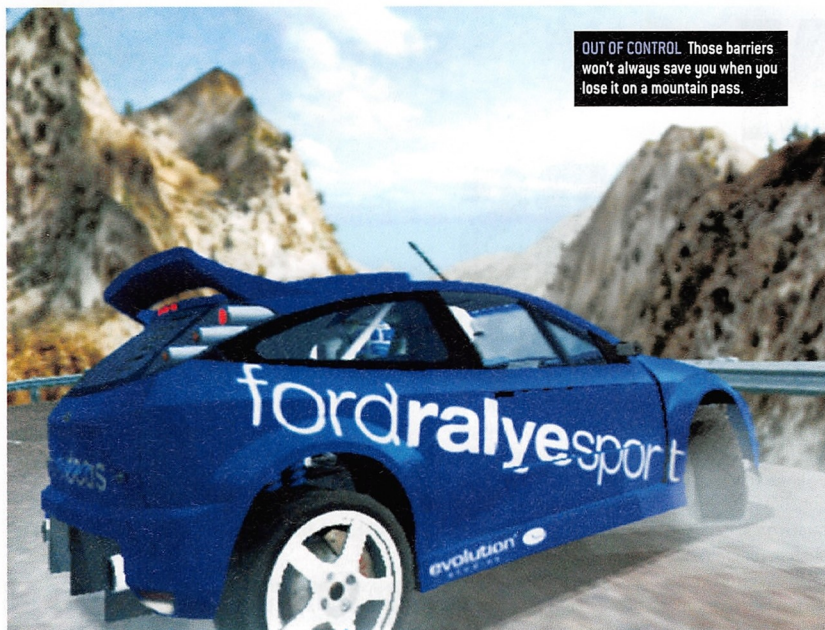


**BEAUTIFULLY AUTHENTIC** It's got looks to die for – and all 14 WRC events.

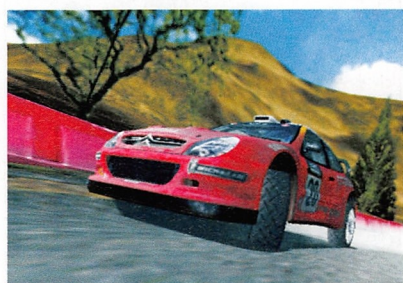


**AN OLD FRIEND** True to life handling and pace notes are the stars of McRae 3.





**OUT OF CONTROL** Those barriers won't always save you when you lose it on a mountain pass.



**IN A SPIN** You can turn on a sixpence with a dab of the handbrake.

as your entire focus becomes monopolised by the desire to navigate safely through some wickedly fast and seriously testing sections.

Wrenching your bucking, protesting dirt machine through each stage can be made easier by choosing the right set of wheels. Each car has a distinctive feel. The chunky Skodas have more stability at the expense of acceleration, while the nippier Ford Focus can whip round tight bends but swerves out of control much more willingly. As you would expect from the current World Constructor Champions, the Peugeot 206 is a lovely drive with its diminutive size and light weight making for a delightfully responsive machine.

Once you've wrestled with the sexy Mitsubishi Evos and Subaru Imprezas, *WRCII Extreme* reveals the real reason behind its extended moniker and unleashes the bonus Extreme cars. These monstrous beasts are a Max Power nut's dream. With full testosterone-oozing body kits and far too much power under the hood they're a handful for even the best drivers. With all of the countries and stages already available from the beginning it's nice to have something extra to strive for, other than first place in the championship of course.

However, it would be nice if more games took



**LOW RIDER** The sexy Mitsubishi Evos handles well on curves

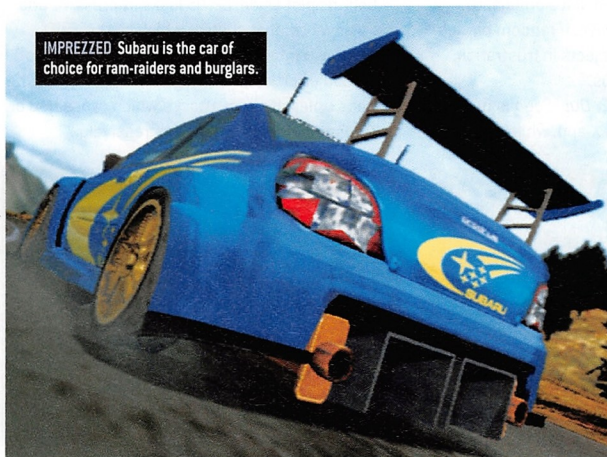


**WHEELS ON FIRE** So realistic you can almost smell the rubber.

*TOCA's* lead and kept everything locked up at the start of the game. Opening up subsequent courses and destinations is a reward for your efforts and it gives you something to constantly work towards. It also gives you the feeling that you're getting more for your money, really forcing you to learn all nooks and crannies of the game to see everything it has to offer.

#### EXTREMELY DIFFICULT

*WRCII Extreme's* expertise lies in providing the player with just about everything the World Rally Championship has to offer. Play the game on the hardest difficulty setting – where damage plays a key role, indiscretions are penalised and your rivals' times are blindingly quick – and you get to taste the full extent of the three-day rally experience. From getting a feel for the stage and mentally noting the dangers with the pre race shakedown, to setting up the car at the service



**IMPREZZED** Subaru is the car of choice for ram-raiders and burglars.



**COMPACT CLASS** 206 reasons to love WRC II. Our favourite.



**IN DUST WE TRUST** The Hyundai is a big brute. Easy to control, difficult to love.

## / FROM THE MINUTE YOU SET EYES ON WRC II EXTREME YOU'LL BE ENTRANCED BY ITS STUNNING VISUALS /

area and repairing the damage up against strict time limits. It's all part of the Rally experience and yet another area where *WRCII Extreme* excels.

And yet, despite all of this exceptional attention to detail, expertly balanced gameplay and remarkably nimble handling, there is still one area that overshadows the lot. From the minute you set eyes on *WRCII Extreme* you'll be entranced by its stunning visuals. Every location looks good enough to feature in a holiday brochure. From the glinting sunlit valleys of San Remo to the lush green pastures of Finland, *WRCII Extreme's* locations are easily the most picturesque settings ever to feature on PS2. Chuck some expertly modelled dream racing cars into these surroundings and you've got a genuine rival to *Gran Turismo 3* as the best looking driving game on PS2. Gorgeous to look at, thrilling to play, and with the added bonus of an excellent Chemical Brothers soundtrack; the PS2 rallying experience we've been waiting almost two years for has finally arrived.

/ MIKEY FOLEY

VERDICT		PSW
<b>UPPERS</b>	<b>DOWNERS</b>	
- Create your own rally	- The German stages	
- Bonus extreme cars	- Confusing direction icons	
- Star Guitar	- Slithering around in the	
- Authentic rally schedules	Swedish snow isn't fun	
<b>GRAPHICS</b>	- So stunning you'll want to go sightseeing	10
<b>SOUND</b>	- Fantastic Chemical Brothers soundtrack	9
<b>LIFESPAN</b>	- Mammoth stages from all 14 world rallies	9
<b>OVERALL SCORE</b>		
It'll push your driving ability to the limits, test your nerve to breaking point and caress your eyes with the most gorgeous vistas on PS2. Stands shoulder to shoulder with Gran Turismo.		
9		



# THE SUM OF ALL FEARS

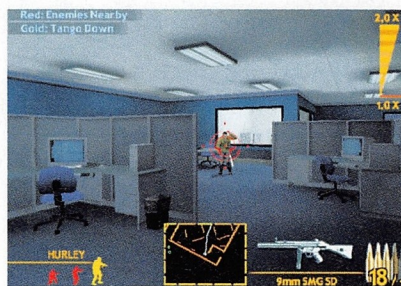
CAN CLANCYBOY'S LATEST SNEAK-AND-SHOOT ASSIGNMENT COMPETE WITH THE BIG BOYS?

TYPE	SHOOTER
PLAYERS	1
OUT	NOW
DISTRIBUTOR	UBI SOFT
PRICE	\$69.95
DEVELOPER	RED STORM



## THINGS NEVER LOOKED GOOD FROM

the start for *The Sum of All Fears*, even when the film was at the planning stage. Harrison Ford refused the script, letting Ben Affleck take the role of Jack Ryan, the Bond-style family man of *Patriot Games* and *Clear and Present Danger*. On PS2, such script and actor dilemmas matter little, but developer Red Storm has still managed to accurately create the sum of all our fears: a PS2 game which looks and plays like a PSone game.



**SANDWICHES** The sarnie boy payed for his early rounds.

Leading a team of soldiers into a terrorist filled hideout feels like infiltrating a bank after hours, hunting down each Hoover-wielding cleaning lady one by one. Terrorists can often be found staring at ceilings or looking straight down the barrel of your gun, but rarely retaliate. Even worse, when you do attack an AI deprived terrorist, the targeting system resembles a drunken game of darts.

Token efforts have been made to persuade us it's not just a reworking of the PSone *Rainbow Six*. There's a heartbeat monitor to detect enemies and

dazzling 'flash bangs' to confuse the already dazed adversaries. The majority of play sees you opening doors, trying to open locked doors and wondering which doors you've already opened. It's a basic arcade shooter with none of the suspense, looks or thrills of the new giants of the genre.

/ RICHARD MELVILLE

## VERDICT

PSW

### UPPERS

- Useful training mode
- First Clancy game on PS2
- Huge levels
- Realistic weaponry

### DOWNERS

- Jerk-o-Vision prevails
- Flimsy looking scenery
- Inactive enemies
- Repetitive tasks

**GRAPHICS** - Chunky characters and a choppy frame rate

4

**SOUND** - Suspenseful score but bad weapon effects

6

**LIFESPAN** - Shorter than watching the film

4

### OVERALL SCORE

Even if *The Sum of All Fears* was engaging to play, we'd still have problems looking at the horrific chunks of scenery and zombie style soldiers. There's little fun and it ain't pretty.

4



**READY OR NOT** Joe lost the keys to secret loo; he was in danger.

# LEGAIA 2: DUEL SAGA

TAKE THREE WORDS AT RANDOM. ADD A NUMBER FROM ONE TO TEN. AND ARRANGE THEM IN ANY ORDER YOU LIKE. COLON OPTIONAL. THAT'S HOW THEY MAKE UP GAME NAMES IN JAPAN.

TYPE	ADVENTURE
PLAYERS	1
OUT	NOW
DISTRIBUTOR	INFOGRAAMES
PRICE	\$99.95
DEVELOPER	SONY



## IF YOU'RE FAMILIAR WITH

Japanese RPGs, you'll know that a spiky haired hero, a twee country village and a monster filled forest are all essential elements for any new adventure. *Legaia 2: Duel Saga* is no exception. Within minutes of meeting hero Lang, you'll be thrown into his picture postcard village, trained in the art of beating giant insects and then left in a vast forest like an abandoned child. If it's originality you're after, leave now. Likewise, if random battles cause you to break nearby objects in frustration, run away. Still here? Follow us.

As an action RPG, *Legaia 2: Duel Saga* is more hands-on than *Final Fantasy X* and, while you

won't have to endure marathon cut-scenes, conversing with characters reveals some very poor dialogue. Sexist quips, bizarre moaning about husbands and "my haven't you grown, me lad" comments suggest that poor Lang has never left his village before becoming a man. Perhaps this explains the curiously familiar look each character has, as if involved in some incestuous *League of Gentlemen*-style gene sharing pool.

Generic plot aside, *L2:DS* looks impressive and has a novel combat system which works well. When drawn into a random battle, pop up menus guide you effortlessly through the fights. While the combos unleash super attacks which cause you or your team members to gurn impressively.

It's not going to pull you away from the mighty *Final Fantasy X*, but it gives *Grandia 2* (the only decent RPG alternative) a good run for its money with a superior combat system and rapidly evolving plot. And it's refreshing to note that when most games these days offer mere hours of entertainment for a \$100 investment, *L2:DS* offers weeks and maybe months of gameplay. Even if it is spent whacking giant insects and making feeble conversation with local villagers.

/ RICHARD MELVILLE



**REVENGE** The ants took revenge for the Fairy Liquid assault



**NICE OFFER** Lang always found it hard to leave home.

## VERDICT

PSW

### UPPERS

- Sharp visuals
- Clever training mode
- Original combat system
- Better than *Grandia 2*

### DOWNERS

- Been here, done that
- Laughable dialogue
- Too many chickens and pigs
- Random battles

**GRAPHICS** - Detailed characters and huge environments

8

**SOUND** - Noodle jazz lift tunes with ocarinas

6

**LIFESPAN** - Easy combat but oodles of depth

7

### OVERALL SCORE

It may be familiar, but *Legaia 2: Duel Saga* is like an old flame that's worth looking up when you want a bit of fun. No surprises in store, but comfortable to be around all the same.

7





# ROCKY

NOW 58 AND LIVING ON BENEFITS IN A COUNCIL HOUSE IN STANMORE, ROCKY BALBOA COMES OUT OF RETIREMENT FOR ONE LAST FIGHT.

TYPE	SPORTS
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	ACTIVISION
PRICE	\$99.95
DEVELOPER	RAGE
SEE IT ON DVD	
/ Between-bout training / Rocky through the ages / Knock out Mr T	

**"SHTAY FOCUSHEI!" LISHPs A** realistic looking version of Rocky's trainer Mickey Goldmill, ash he warnsh the fighter under your guidanshe againsht getting punched in the faysh too much. Being based on the film immediately gives *Rocky* an advantage over other fight games, with a ready-mixed bag of atmosphere and familiar faces dumped in the ring.

And boy, are they recognisable. All five of the variously aged Rockys from the movies are in here, with another 29 or so famous and not so famous fighters from the films. A right old brain damage (that's the collective noun) of boxers there. They look great (Mr T's Clubber Lang is a particularly fine recreation) and deform exceedingly well during matches, leaking blood and getting all puffy-eyed as the fists rain in. Plus *Rocky* has one more advantage in its atmospheric armoury – the Rocky theme! Televised chess would be exciting with that playing in the background.

Stepping out to the familiar tune in Movie mode (the game's progressive career bit) takes you back

in time to November 25, 1976 – the start of Rocky Balboa's rise into boxing legend against local no-hoper Spider Rico. After each successful pro bout you're taken to the training room, given the option of working on key areas of your man (speed, stamina, that kinda thing) to improve for the next bout. Should you wish to skip the training and just get on with the fighting there's an Auto-train option to do it for you. If such a thing existed in real life we could all have bodies like The Rock. From speed button pressing tests to positioning challenges (and one rhythm action-style punching game!) these training tests make a clever and welcome little set of diversions.

Every few fights or so you come up against a mini "boss" fighter taken from one of the films. After your Philadelphia beginnings it's onto a full 15-round war against Apollo Creed in a recreation of the climax of *Rocky I* – win that and your fighter morphs into an older man and your career starts afresh at the beginning of *Rocky II*.

The play system is simple and effective. L1 and directions control your fighter's blocking and



ONE MAN DOWN This screenshot didn't quite work out as planned.



HAND RELIEF Press buttons at speed to survive the training game.



JAB, JAB, JAB It's the bizarre 'rhythm action' training game!



APOLLO STANDING 15 rounds with Apollo in Career mode, part one.

swaying, R1 does uppercuts and various combinations of your default buttons perform your usual boxing punches. Strategy matters quite a bit in *Rocky*, which is rare for boxing games which tend to rely on pure pad-mashing speed. There is a fair element of speed punching to the play, but a skilful swerver and counter puncher will usually prevail. Combos are important here, and the game politely trains you in their execution with its between-match locker room training sessions. *Rocky's* nice like that.

Boxing games will never present the same level of technical challenge as the *Virtua Fighters* and *Tekken*s of the PlayStation world, although *Rocky* gets extremely close to matching many of the bigger name fight games in terms of style, playability, class and dirty fun. It's the new best boxing game on PS2, as it happens.

/ GARY CUTLACK

VERDICT	PSW
<b>UPPERS</b> <ul style="list-style-type: none"> <li>- All the familiar Rocky stars</li> <li>- Nice-looking men and rings</li> <li>- Fun little training games</li> <li>- Quite technical gameplay</li> </ul>	<b>DOWNERS</b> <ul style="list-style-type: none"> <li>- Still a small speed element</li> <li>- Do the kids know Rocky?</li> <li>- There's nowt else we dislike</li> <li>- This is meaningless padding</li> </ul>
GRAPHICS - Cool fighters that bruise, bend and bleed	7
SOUND - That theme, great voices, crazy crowd. Good	8
LIFESPAN - Big Career game, loads to unlock, ace two-player	7
<b>OVERALL SCORE</b> Boxing games tend to be simple tests of button stamina, but <i>Rocky</i> adds a lot of technique to the mix. Looks great, plays nice. Quote for the box? "It's a knockout!" -- PSW, 7/10.	7





# COLIN MCRAE RALLY 3



IT'S PROBABLY THE BEST-KNOWN RALLY GAME ON ANY FORMAT. AND IT'S UP AGAINST SOME SERIOUS COMPETITION. GO!

TYPE	DRIVING
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	INFOGRAVES
PRICE	\$99.95
DEVELOPER	CODEMASTERS

SEE IT ON DVD

/ All the rallies  
/ Lots of the cars  
/ Such as the Impreza  
/ And the Lancer

**DAMN OUR CYNICISM.** AFTER SO long waiting for *McRae* to make an appearance, we must admit our enthusiasm started to slip. As the trickle of competitors bulged to a flood, the whole rally thing started to feel old – could this third iteration bring anything new? Too little too late? Our early preview version did the game few favours. It did everything you'd expect, but lacked that extra something, that magic the first game had glittering at every corner. But that was an early, unfinished version. Damn our cynicism.

Then we played the finished version. With every mile that passed, our weariness faded, and by the time we'd completed every rally we were very

impressed. *Colin McRae Rally 3* has that addictive something that made the first game stand out. Its stages are just the right kind of challenge – even as you're driving them for the first time, even as boulders flicker past too close to your speeding, sliding car, you're thinking how you can do it quicker next time. Of course, how the car feels is the essence of any driving game, and all else is just window dressing.

*CMR3's* window dressing is particularly flimsy – although stylish enough for a catwalk – but we can forgive it that. The idea now is that you must 'be' McRae, wonky teeth, slow lizard blink and all, but there's little more to it than being unable to choose any car but his for the main game. Cut-scenes of cars leaving the service area, stopping at time controls and hanging around stage starts do add a little atmosphere, but really remain only incidental. While they're certainly attractive and

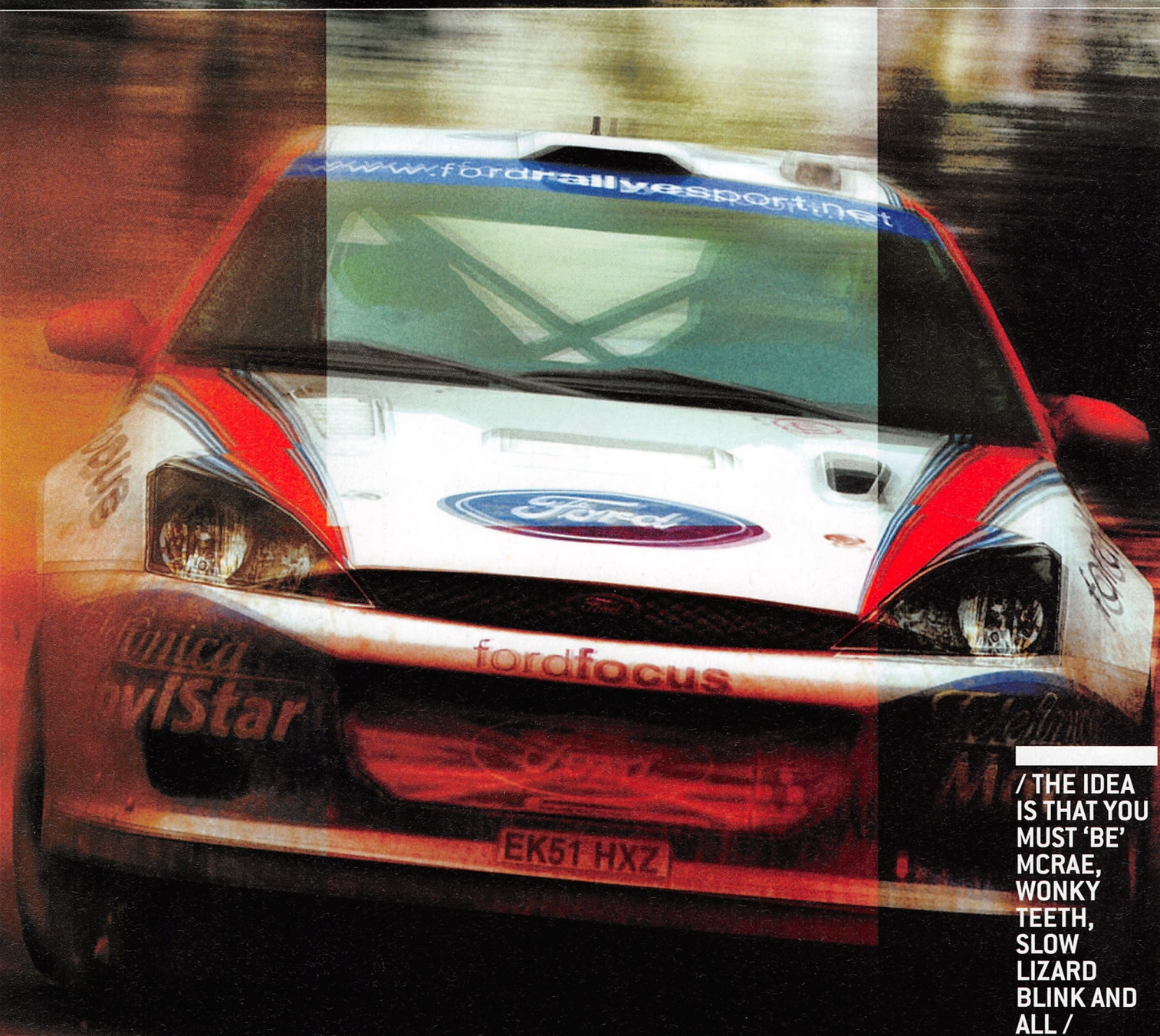
impressively detailed (marshals even turn their heads to watch you go), you're going to end up skipping them pretty rapidly. So all you're left with is another rally car sitting on another stage, but fortunately both are brilliant. And there are less obvious changes that perhaps have more effect.

## MAKE IT GO FASTER

The main game now takes place over three seasons. For the first time, your car gets better as the team develops new parts and better chassis. There are three chassis types: standard, light and superlight, so by the end of the game you'll be driving the 2004 Focus (even if Colin himself won't – he's off to Citroen. D'oh!). Fresh parts, such as soft springs or dirt tyres (as opposed to gravel) also improve your performance. This negates the problem of being unable to select a newer, presumably better car, although rally







/ THE IDEA  
IS THAT YOU  
MUST 'BE'  
MCRAE,  
WONKY  
TEETH,  
SLOW  
LIZARD  
BLINK AND  
ALL /



MUST DUST IN HERE The billowing trails really are impressive.



ALTERNATE-PAINT No other WRC liveries, sadly, just look[ish]-alikes.

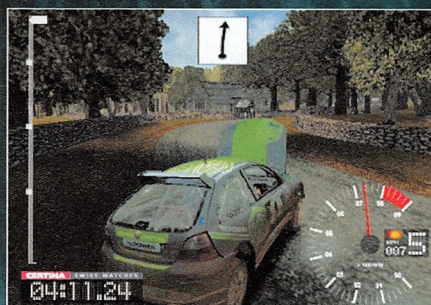


LOOK AT ME Am I not beautifully detailed and solid looking?



# REVIEW

COLIN MCRAE RALLY 3



NICE DRIVE Surroundings are OK, but not as good as WRC II.



POST'S HERE Note to self: don't hit this again.



successes still unlock bonus vehicles. These must be used in Time Trial or single rallies, but they're worth having as they're probably not quite what you're expecting.

Licensing issues mean Colin's 2002 Ford Focus is the only actual WRC car in there, so the other main cars are based on the road-going versions of the familiar Lancers and Imprezas – sadly there are no Peugeots at all. That said, the liveries are pretty close, so things don't look as bad as they might. You can blame *WRC II Extreme* – Sony bought the newly exclusive World Rally Championship license, preventing Codemasters from using the teams and drivers as planned. On the other hand, Codies' exclusive deal means McRae doesn't appear in *WRC II*... and now Richard Burns has signed a deal with SCI, perpetrators of the abominable *Gumball Rally*. Richard, you've got money. Get yourself some new advisors.

There's no need to despair, however. Bonus vehicles stretch further than just the now-familiar bundle of current cars, including (but not restricted to) such classic desirables as the Metro 6R4, Lancia 037, Ford RS200 and, er, a Transit. A

fully race-prepped Transit in Martini livery, that is. Oh yes. Yet the lack of real-life competitors' names may disappoint – Sebastien Loeb, for instance, appears to have become Xavier Cantaloube – as you're denied the chance to vicariously beat your heroes. Still, that's licensing for you.

## USE THE FORCE, OR LOOK

So, once again we're off looking for an aspect of the game we can really sink our teeth into, and once again we come back to the core, the driving itself. This is as it should be. The handling is superb, that trademark McRae mix of instantly accessible and surprisingly deep, letting you eke extra speed from every corner as you progress. New this time is Nicky Grist's stage-specific pace notes, all noted just as a real stage would be. At first this seems a gimmick, but it actually makes quite a difference. It works for Colin, after all.

For instance: we came screaming over a dusty Australian hill, leapt from the peak like we were born in the sky and were surprised to demolish the car thundering into a giant rock. As we clattered stupidly to the ground, the memory of

## GET A GRIP

IT'S TRUE – ROAD CONDITIONS ARE ON THE SLIDE.



THE TARMAC RALLIES ARE WAY FASTER THAN THOSE ON gravel and snow, but it's not just a case of plugging in higher corner speeds and that's it. The frequently broken and rutted surfaces provide a different level of grip to freshly repaired sections and new roads – if it looks like it should be grippier, it is. Perfect. This adds another challenge, as it's tough enough just conquering the various, well-differentiated surfaces as you move from rally to rally. Instantly raising or lowering your pace to match the grip differences within a single stage is tougher still, demanding you pay constant attention to your environment, but vital seconds are earned that way.



HUMP Screaming down the UK's narrow lanes is a real pleasure.



SMOKING Colin's novelty lighter went down well at parties.





the last few seconds' pace notes reword and replayed. And there it was, Nicky's calm voice. *Keep left. If only we'd listened.*

There's a surprising amount of information in the notes now, letting you build a mental picture of the road ahead, in turn letting you go faster. It's actually quite tough to concentrate fully on the notes *and* the driving, and for those with short memories there's always the on-screen icons. These are also more expressive than before, showing the actual layout of the upcoming complex rather than just the severity left or right. And while it was always important that you kept it out of the scenery, now it's crucial: the extremely detailed damage modelling may well look fantastic, but wrecking your car can also wreck your rally. Repairs can only be made at the end of a day, and there are three stages per day. Wreck too much destruction and you'll be retiring from the rally entirely, and a tight autosave system at the beginning and end of each stage means a sneaky switch off and reload is of only minimal help. You won't even be able to copy the save and do it that way – it's protected. They say discretion

is the better part of valour, and total, balls out commitment isn't always the best way here. Sometimes 90 percent is better, and it's judging when and how much to back off that's the challenge. Bear in mind you don't even have to crash to damage the car. Hitting **big jumps** too hard swats the Focus into submission pretty damn quick. Again, it's important to listen closely to the notes and keep your car fresh.

Servicing is now automatic, your team making as many repairs as possible within the time limit, letting you jump into the game with admirable ease. It's ironic that a game more 'sim' than any of the competition should be so easy to get into, yet have so much depth should you want it. What's more, your car's condition and the set up screens have been presented with even more style than the last game, if you can believe that – gorgeous. It carries on in-game, too, well beyond the car models, into dramatic looking sparks and flames,

**/ HITTING  
BIG JUMPS  
TOO HARD  
SWATS THE  
FOCUS INTO  
SUBMISSION  
PRETTY  
DAMN  
QUICKLY /**

billowing clouds of dust, the deadly sparking of wet Super Special Stages in the moonlight and the lurching of your car's occupants. Hit a bank and the admirably realistic Colin and Nicky react with... with admirable realism. View-robbing overhanging foliage on tight lanes, snow, fog, hanging dust, low sun and rain also add to the fear, making clouting one of the many roadside obstacles – rocks, posts, fences, walls, trees, barriers – even more likely. And while there are sections that punish you for straying off line, there are more that offer a dangerous but useable escape route for those quick enough to spot it and react. As you only see six of the eight countries per season, and as the stages are mixed up each time, it'll be a long time before you become totally familiar with any one piece of road. But the detailed pace notes, subtly responsive handling and challenging layouts mean they're a pleasure to drive either way.

/ STEVEN WILLIAMS



TURNED HIS BACK: Colin's signed for Citroën next season...



## VERDICT

**PSW**

### UPPERS

- Brilliant car models
- Detailed pace notes
- Smooth, weighty handling
- Vast replayability

### DOWNERS

- No other official WRC cars
- No other official drivers
- Occasional, intrusive pop up
- Not the fastest game ever

**GRAPHICS** - Brilliant cars, reasonable environments

**8**

**SOUND** - Explosive crashes, ripping exhausts

**9**

**LIFESPAN** - So many miles, so much to perfect

**8**

### OVERALL SCORE

The lack of official opponents and their cars is regrettable, but the driving experience makes up for it. It's not as pretty as *WRC II*, but get into a flow and it's a beautiful experience.

**8**



PUNNY HA-HA Money is called 'munny' to hilarious comedic effect. Oh dear...



# KINGDOM HEARTS

IT'S ROLEPLAYING JIM, BUT NOT AS WE KNOW IT.

TYPE	ACTION RPG
PLAYERS	1
OUT	NOW
DISTRIBUTOR	SONY
PRICE	\$99.95
DEVELOPER	SQUARE/DISNEY
RATED	GS+

EVERY OTHER REVIEW THAT HAS EVER been or ever shall be written about *Kingdom Hearts* invariably starts with a brief introductory paragraph explaining exactly why the author feels that this is the strangest game ever made in the whole history of everything. So, in the interests of journalistic diversity, we at PSW are going to buck the norm and step out into the realms of edgy fringe opinion by saying once and for all that we like the idea behind this once-in-a-lifetime collaboration between the entertainment giants of East and West.

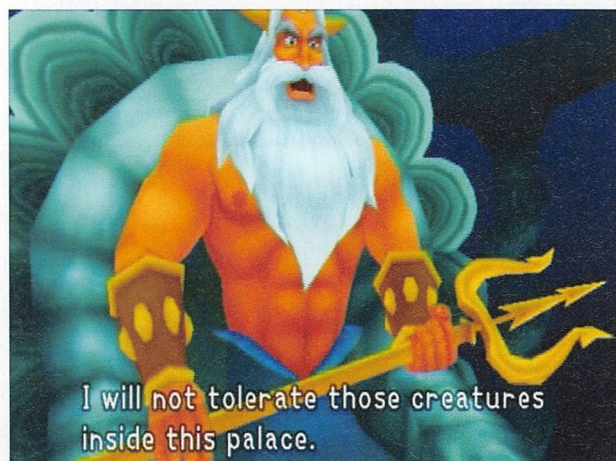
Witnessing Donald Duck go toe-to-toe with Cloud Strife in a no-holds barred fight to the death is an event that will redefine your conception and expectations of videogame aesthetics for good. Everything you thought you knew about the laws of good RPG dialogue will be irreparably shattered the second you hear Squall Leonheart and Goofy engage in a passionate debate that will decide the

fate of the known universe. And you simply haven't heard real voice acting until you've heard the ominous baritone of Lance Bass playing in the role of Sephiroth. One wouldn't think that an N'Sync pretty-boy cum failed astronaut would be a wise choice to play one of *Final Fantasy*'s most insidiously evil villains, but that's the beauty of *Kingdom Hearts* – where genius is found in the combination of the incongruous.

Ha-ha, just kidding. The whole thing is completely insane. But now that we've established that, we can move past the strangeness of the concept and examine the merits of the underlying game itself. In a nutshell, *Kingdom Hearts* is an enjoyable action RPG that unfortunately suffers from some rather severe flaws that inhibit it from being anything more than good. The camera, for example, is arguably the worst we have ever seen in a third-person game of this type. How the makers of *Final Fantasy X* and *Vagrant Story* could allow such a travesty into their extremely high-profile title seems to defy all reason. Due to a complete lack of transparent texturing, walls and other static objects constantly block one's view of the action at the most inopportune moments – such as during a boss fight or just before the last of a crucial series of jumps.

There is nothing quite so annoying as being killed by monsters simply because you can't see them, and the fact that the 'lock-on' system used to anchor the camera during combat is completely bloody useless only exacerbates this irritation further. For locking on does not, as you might reasonably assume, make a target creature the focal point of camera movement for the entirety of a given combat encounter. No, no – if you suddenly change directions, jump about a lot or simply run around too much the camera will inexplicably stop targeting properly and may begin moving about so erratically as to make any kind of coherent action a functional impossibility. This becomes especially problematic during boss encounters where you are often required to move frantically in order to dodge a ceaseless barrage of incoming attacks. Do you lock-on and run the risk of the camera wiggling out for no reason? Or do you fight without locking-on and put up with constantly readjusting the view? These are not the kinds of questions that are convenient to ask in the midst of intense battle.

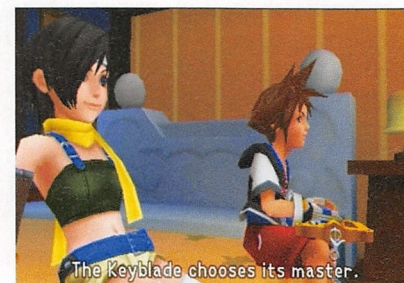
And just while we're talking about combat, it is worth mentioning that enemy encounters are far too frequent and similar to remain enjoyable for very long. Although there are happily no random encounters a la *Final Fantasy*, enemies endlessly



GOOD POINT Will you tolerate Donald, Goofy, Tidus and Squall together inside your PS2?



GRIN AND BEAR IT Combat in all its tedious, repetitive glory.



PILLOW TALK Awkward flirting preludes a night of steamy passion.



# A QUESTION FOR SQUARE

"HELLO, MR SOFT, CAN WE HAVE A MOMENT OF YOUR TIME?"

Excuse us, Squaresoft, but what on earth were you thinking when you put in those stupid Gummi Ship portions of this game? Why, when we want to move from location to location, do you make us endure god-awful spaceship shoot 'em up parts instead of just letting us click on the map and be done with it? And why did you have these shoot 'em up parts take place in a cubist nightmare void that would've looked bad on a PSone? Did you think this would be fun? If so, then you were terribly, terribly wrong. Please don't do it again.



BUILD 'EM UP Make a better ship to fly through space quicker.



CHROME DOME Look what too much reading will do to you.

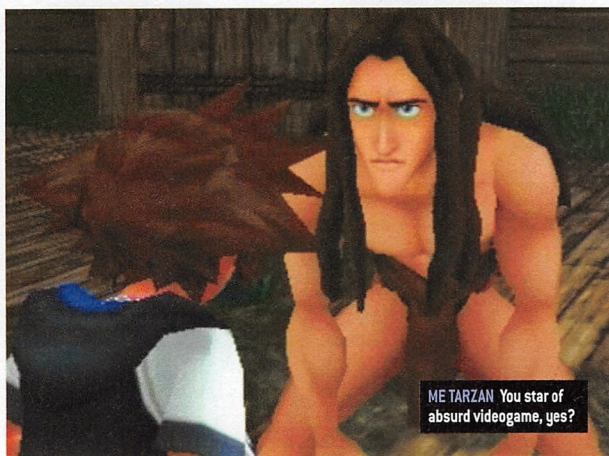
appear out of nowhere and force one to engage in utterly mundane and repetitive fighting that usually comes down to little more than pressing the X button rapidly and repeatedly until everything on screen is dead. The real-time combat model itself is quite enjoyable and comes as a welcome change of pace for Square, but the

encounters themselves are empty and bereft of any larger meaning other than simply covering up the tedious quests and anti-interactive gameworld.

Of course, that's the tactic used by Square in almost every game they've ever made so it should come as no surprise that there is still some addictive enjoyment to be gleaned from playing



HAIR-RAISING HIGH ADVENTURE Squaresoft RPG characters don't go anywhere without a rucksack full of hair care products.



ME TARZAN You star of absurd videogame, yes?



KEY TO SUCCESS The oversized key is mightier than the sword.

## / THE CAMERA DURING COMBAT IS COMPLETELY BLOODY USELESS /

*Kingdom Hearts*. It's strange: the magic broth that results from this combination of Square and Disney is almost potent enough to make up for the inferiority of its individual ingredients. There can be no doubt that such a novel combination of flavours makes for an immediately arresting experience, and the enjoyment found in this particular mixture is not so much in its overall quality but in the anticipation of how the each spoonful is going to taste. You will not keep playing *Kingdom Hearts* because you're interested in what's happening now, but rather because you can't wait to see what's going to happen next.

Which is a shame, because 'next' does not usually make up for before and the disappointment that results from this is devastating to the experience as a whole. We're not saying that *Kingdom Hearts* is a bad game, but it is one where style takes precedence over substance and one feels compelled to play only so long as the aesthetic presentation promises to remain interesting. As such, it is more Disney than Square and only avowed fans of both should consider it a must buy.

/ DANIEL STAINES

## VERDICT

PSW

### UPPERS

- Very stylish
- Looks fabulous
- Aesthetically addictive
- Interesting concept

### DOWNERS

- Shoddy camera
- Shoddy lock-on system
- Boring combat
- 'Interesting' concept

GRAPHICS - Unanimously excellent throughout

9

SOUND - The music gets very grating very quickly

7

LIFESPAN - You won't bother to go through it all

7

### OVERALL SCORE

*Kingdom Hearts* is good action RPG fare that suffers from far too many flaws to make it a serious recommendation for anyone but avid fans of both Disney and Squaresoft.

7





# TONY HAWK'S PRO SKATER 4

THE ONLY SKATEBOARDER EVERYONE'S HEARD OF RETURNS IN A SEQUEL TO THE GAME EVERYONE'S PLAYED. ARISE, SIR TONY THE FOURTH.



TYPE	SPORTS
PLAYERS	1-8 (NETWORK)
OUT	NOW
DISTRIBUTOR	ACTIVISION
PRICE	\$99.95
DEVELOPER	NEVERSOFT
SEE IT ON DVD	

/ Graham making a mess of the grinds  
/ Lots of crashes  
/ The gorgeous levels

**A WHOLE FOUR PAGES TO FILL WITH** new things about this year's Tony Hawk game? How different can it be? It's only one of these annual

sequel things, surely half a page with a short list of the new levels and a five-word summary of how good they are would suffice? Oh no, we should be so lucky. *Tony Hawk 4* is about as different to *Tony Hawk 3* as you can get without replacing the skateboarders with talking dogs and setting the whole game in space, with the developer presenting us a world-full of innovations that make *Tony 4* a totally different experience to last year's skate-down. Which you, presumably, would like to know more about. So read on.

## BIG CHANGE NUMBER ONE

*Grand Theft Auto 3* – a vaguely successful game from last year which some of you may well have heard about – changed the way games worked, by offering you a variety of missions to undertake as and when you see fit. *Tony Hawk 4* now uses this basic structure, presenting you with a fully open level, no time limit, and a series of challenges to take on (or ignore) as you desire. The whole level therefore becomes one big practice area, with players taking on challenges when the urge to do

something constructive with their time takes hold.

So immediately the feel of the game is totally different – there's no imperative to do anything at all. If you like, *Tony 4* may be used as one big playground, with you just grinding about the place messing about and getting into trouble. Alas, the prostitutes of *GTA3* have not been replicated, with the cities of *Tony 4* populated by skateboarders who we doubt would be interested in a car ride to an out-of-the-way area for sex. Instead, these board-carriers and civilians issue you with challenges. A green arrow above a boarder's head signifies he wants a chat, with the resulting conversation forming a description of your task.



NO FUTURE FOR YOU Sorry, but that's just plain dangerous.

A clock then appears, and... away you go. Do stuff!

This open-ended structure has given the developers a lot more room to play about with the challenges. Yes, there are still those puzzling buffoons who have 'lost' the letters S, K, A, T and E presumably while on their way to a job interview with the Sesame Street team, but most of the *TH4* tests are all-new, all-different and all-hard.

Often you're given a simple scoring test, or told to perform a specific trick or two, but with approaching 200 challenges in the game you're never more than a short conversation away from being asked to do something peculiar and a lot more creatively challenging. Early favourite is the timed race through the College level which has your skater lying on his board, racing feet-first through a series of traffic cones within a strict time limit. There's a timed challenge to help an Alcatraz warder prove he's the fastest cart driver on the Island, you race a cop through a city to warn skaters he's coming to get them, and there's also a race across San Francisco's Fisherman's Wharf area against a rival, which demands use of the surrounding cars to get enough speed to win.

The youths into this kind of thing call that 'Skitchin' – another new-to-*Tony 4* feature. Skate up behind a motor, press up on the pad and take a ride, coordinating your balance meter just like you're grinding along a rail to stay attached. The cars don't move particularly quickly and often drive out of the game area resulting in you being thrown back to a restart point with little warning, but it's a nice minor diversion nonetheless.

## BIG CHANGE NUMBER TWO

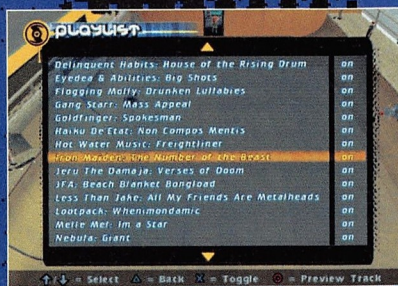
The levels are now noticeably more realistic. *Tony Hawk 4* offers flatter and bigger open areas, with the compact skate parks of previous Hawk games ditched for believable and – in the case of San Francisco and London – recognisable chunks of real places. Alcatraz may be quite realistic too, but we've never been there.

Frankly we're not huge fans of this nu-realism movement. Realistic places means less excitement for the skater, with half-pipes for the most part replaced by flat, tricky to negotiate streets and park benches. The game's opening College level just feels messy, like a child has been let loose with the park editor. Benches, rails, walls, steps and mini ramps are everywhere, but none are that easy to link together. Most of the



SCHOOLBOY ERROR His mistake? No skateboard.





RAIL FUN The worst thing is they've just been painted.

DIFFICULT FOURTH SOUNDTRACK We're big Haiku De'Etat fans here.

## / THE WAY TONY 4 LOOKS IS JUST ABOUT PERFECT /

rails are curved and the grindable benches very short, meaning players are required to really work for their points and combos. If you can't handle the flat ground manual tricks, you're stuffed.

There's a lot more variation in the environments, but this also conspires to make it a lot harder to enjoy the skating experience. The levels are now so packed with real-world features it's become a little tricky to see your way around, with the small lumps of scenery blending in with the backgrounds and requiring the player to thoroughly know the level before any decent score combos are forthcoming.

It's also by far the most difficult Hawk game yet. The control system remains unchanged save for the addition of a 'level out' spine transfer button (R2) which makes your skater pull out of any trick and point his feet at the ground, essential for pulling tricks between the back-to-back ramps of the Carnival level. But it's harder to score points, and much tougher to link combos and chains in these packed new landscapes. You'll certainly need to be a master of the manual to successfully keep a combo going around these complex worlds. *Tony Hawk 4* requires a lot more work to play than any Hawk game yet.

For the beginner or the 15 or so PS2 owners

that have never played a Tony Hawk game, we reckon *Tony Hawk 4* might be a little too difficult to get into. One of your first challenges is to collect five letters in one single combo move. This involves grinding a rail around a corner, jumping a gap, then reattaching the grind when you come down – not the kind of move an amateur player needs to be asked to perform on their first go.

Also, the higher level of toughness changes the way you play. Fail a challenge and you're told to press Start and pick the option to replay it again. Fail it again and you do the same, and again, and again, and again, making the Start menu your new best friend. Remember the thrill of collecting the letters, beating two of the high score targets and grinding a couple of the special areas all in one sensational run in *Tony Hawk 3*? That feeling is gone, with *Tony 4* presenting a more stop-and-start, disjointed playing experience, that may well leave newcomers to the Tony Hawk phenomenon confused and frustrated. There's just no imperative to get anything done. Come up against a tough challenge and you can just ignore it and pick an easier one, or just give up on the challenges altogether and just aimlessly skate around for a while.

But wait! That doesn't mean it's bad or

anything. For the Tony Hawk fan this is the biggest game yet, and one that'll keep you playing for the best part of the year until *Tony Hawk 5* comes out on 28 November 2003 (our guess). It's just that for the merely averagely skilled, or the total newcomer, *Tony Hawk 4* is likely to contain as many difficult chores as it does great moments.

Which is the fault of the new challenges; mainly. Some are genuinely clever and entertaining, many are very short and simple, some are straightforward scoring and letter-collecting tasks and quite a few of them aren't even that much fun, but in its favour at least you're not just doing the same get-the-tape, score-the-points goals in every level as in previous Hawk games since the beginning of Tony-time (1999).

Thankfully they've made the game super user-friendly to cope with this new challenge structure. Read this and weep, *Stuntman* – there's no loading between challenges, that friendly little Start menu lets you instantly flash back to the beginning and have another go should you mess up, plus there's a list of every goal for you to keep track of what you've been up to. Given the frustrating difficulty of some of the tasks, this gleaming presentation is an absolute God send.

## THE ALCATRAZ WARP

WARPING DOORWAYS HELP BOARDERS NEGOTIATE MULTI-LEVELLED, ER, LEVELS

*Tony Hawk 4*'s Alcatraz level is so complex a recreation of the island itself that it requires a new way of getting about. Several teleporting black doorways line the areas, each of which zaps you instantly to a higher level. The whole island is loaded in one go though, so it's amusingly possible to fall from the top exit all the way back down to ground level.



ACTIVATE WARP! *Tony 4*'s complex Alcatraz island level comes complete with these devices skateboarders refer to as "doors".



MATERIALISE! Skate into one of said "doors" and you're warped instantly up to another level, avoiding troublesome "stairs".

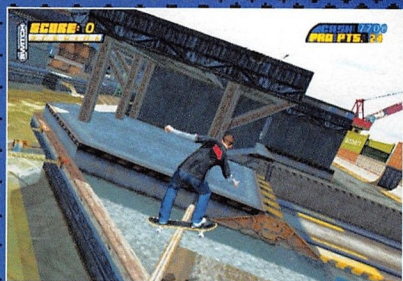


ABORT! ABORT! But getting back down is simple – just jump/fall over the edge and you're taking Route 1 back to the start.



# REVIEW

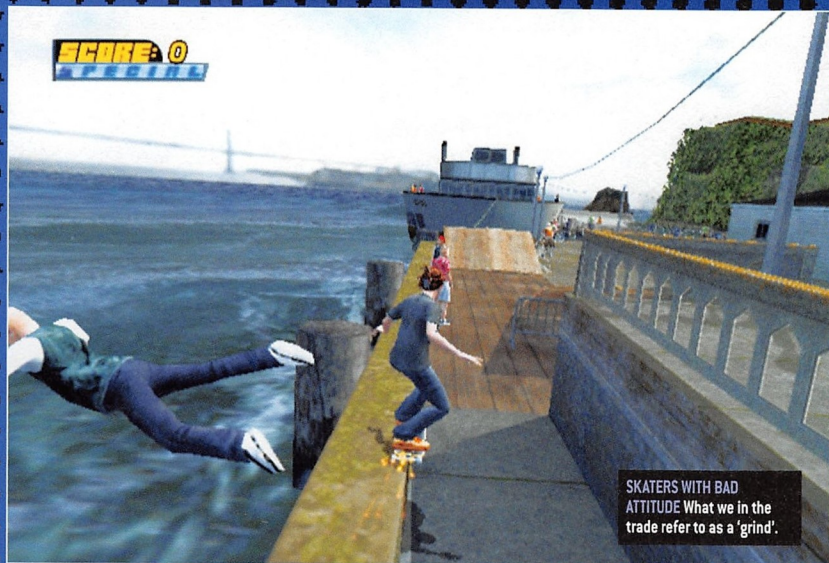
TONY HAWK'S PRO SKATER 4



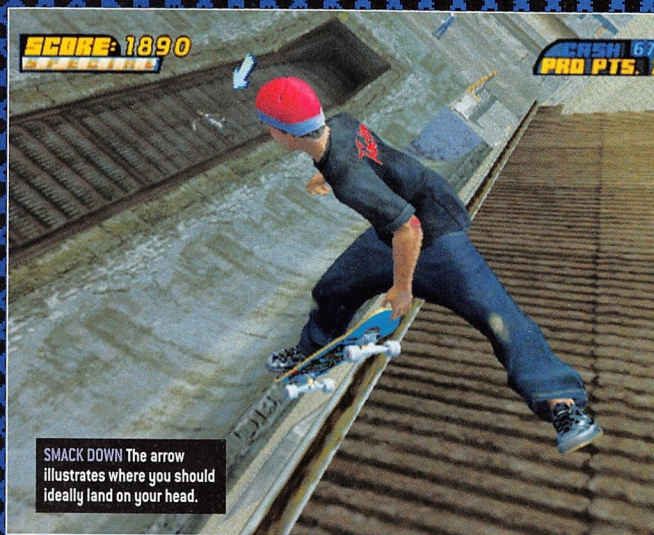
TRICK TO BOOST The shipyard is absolutely rammed with obstacles.



LOVE HANDLES? Skitchin' our way through the cart race challenge.



SKATERS WITH BAD ATTITUDE What we in the trade refer to as a 'grind'.



SMACK DOWN The arrow illustrates where you should ideally land on your head.



PUBLIC ENEMY One Alcatraz challenge has you knocking tourists into the sea!

## THE BIGGER THEY ARE THE HARDER THEY COME

"Total Goals: 24/190" reads our Game Progress screen, showing just how little we managed to unlock in our first five hours of play. Yes, we feel shame. The game also rates and records how many gaps you've jumped and how many of the pro-tasks you've done, challenging the obsessive-minded player to stop washing their hands for long enough to truly complete everything *Tony 4* has to offer. You'll have to keep track of how many joypads you've smashed against the wall in frustration yourself. We're up to three.

The challenges you complete, your stats and the character-building points you earn playing through the levels, happily stay earned and are duplicated for every character, meaning should you fancy switching skaters mid-career it's no longer necessary to unlock everything again with each of the game's characters. That's a nice touch. You're now also allowed to select an action replay at any time during a run, should you grind or crash in a particularly impressive manner. The Start menu also lets you select your own restart point, which is dead handy for those moments when you become temporarily crazed about

performing a certain trick on a certain obstacle. Now you can restart just at the right place every time. Handy, that.

As ever, completing challenges earns you points, which unlock the next level. But it's possible to cheat and buy your way out of a slump. Cash is dotted about the levels for you to collect, with a money meter in the top-right corner showing the contents of your virtual wallet. So quit the game and go spend some cash in *Tony 4*'s shop, which lets you buy secret stuff, starting out with the Carnival level if you can't be bothered to unlock it – yours for \$15,000. Eleven cheats may be bought at \$1,000 a time, ranging from gorilla costumes to the standard Big Head mode, with comedy clothes, new decks and skater movies making up the remainder of the secrets. It's a much better way of unlocking stuff than *Tony 3*'s complete-it-50-times-with-each-skater system.

## LOCATIONS, LOCATIONS, LOCATIONS

Alcatraz island is our early pick as favourite *Tony Hawk 4* location. It also symbolises the new difficulty of *Tony 4*, with every square foot of the level containing something to jump on, trip over or

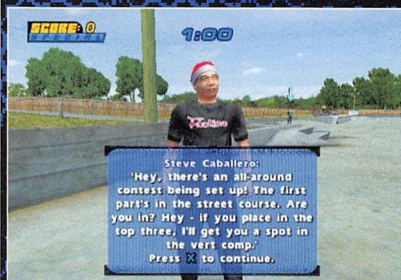
fall off. Frankly, we don't like these new levels as much as the ones from *Tony 3*. Some of them are just too clever for their own good, snaking all over the place, branching off, stretching out and generally being bigger than is really necessary – whatever happened to the small, compact little levels of *Tony Hawks* past?

You can always have a go at recreating *Tony 3*'s cool little Warehouse level yourself in *Hawk 4*'s great Park Creator, plus there's also a load of pre-made levels to load, edit or just play about on, but there's no masking our favouring of the more enjoyable, exaggerated worlds of *Tony 3*. We really should've given that a ten.

The default big new levels of *Tony Hawk 4* manage what we thought was impossible – they look even better than before. There are no sneaky camera angles or foggy distances for the game to hide behind, and nor does it need them, because everything about the way *Tony 4* looks is just about perfect. Some of the other skaters look a bit simple and detail-free, but the levels themselves, the buildings and the sheer amount of detail, look great. Even the water and sky effects that ring a couple of the worlds look better, but then it's not

## SIR, I DEMAND A RACE!

## AND SOME OTHER PECULIAR CHALLENGES OF TONY HAWK 4



SCORE POINTS! It's tough to score in the flat Kona park level.



HOLD TIGHT! Follow the thieves, hold on, save the car. You win.



HELP THE RANGER! A skitchin' and speed skating challenge.



## STUPID LITTLE MINI GAMES!

YEAH, YOU HEARD US.  
WE SAID STUPID.

TONY 4 COMES WITH A WHOLE LOAD OF MINI GAMES designed to... well, amuse, we presume. While skating about Alcatraz mentally planning our escape route had we been incarcerated during WWII, a mystery challenge appeared. Some "voices" asked us if we'd like to hit some balls, then a shadowy baseball pitcher appeared and we smacked balls back at him with our skateboard, earning \$25 for each successful strike. Expect to discover a lot more of these stupid little mini games as you play. But at \$25 a shot it's not like you can use them to rack up your cash reserves, but it is nice to engage in the odd unrelated, non-boarding little challenge. Baseball here is easy, tennis at the bottom of the page there is hard.



BOARDER UP A nice, but ultimately STUPID little mini game.



like the game creators have to spend any time changing the gameplay at all – it plays identically to the Tony Hawk games of old.

Identically meaning as brilliantly as ever, although the more haphazard and packed object placements make it seem a lot harder to play. They seem to have toned down the scoring system too, with the game now a lot stingier when it comes to dishing out points. Want a 100,000 combo? You're gonna have to work for it, big time.

The multi-player games also show little change. No, no, that's a good thing too, as Mr Hawk never fails to provide a superb experience for sociable gamers. The usual modes are in here – Trick Attack, Horse Slap!, Graffiti and King of the Hill, all of which confound technology by looking simply stunning and smooth when running in split-screen for two. New this time is Combo Mambo, a challenge to score the highest combo score within the time limit, and Score Attack – first player to hit a preset score target, like, wins, dude. There's still no four-player split-screen, mind, unless you fancy delving into the confusing world of USB network adaptors, ethernet and modems.

Network gaming – the best but least talked about feature of *Tony Hawk 3* – is back again, which should please the few lucky people that

bothered with it before. It's the same drill – buy a USB modem thing, plug it in, play on a private, Activision-backed network against others. Only now you're able to play with a total of eight skaters against last year's four. The internet never ceases to amaze.

### FOUR – THE NUMBER OF THE BEAST

And now for the most enjoyable part of the reviewing process – writing about the music! As ever it's an eclectic collection of cool tunes from Top of the Pops' past and present, taking you on a journey into sound designed to both entertain and educate. Anarchy in the UK by the Sex Pistols is the standout track this year, closely followed by Iron Maiden's satanic The Number of the Beast and Bad Fun by Goth pensioners The Cult.

New music for you youngsters is taken care of by pop-rockers The Offspring and System of a Down, who, we understand, are quite popular with the kids of today. There's also classic hip hop from the angry youths of yesteryear NWA and Public Enemy (Express Yourself and By The Time I Get To Arizona, respectively), some De la Soul, Gang Starr and a bit of Rocket from the Crypt for the lady.

There's also tracks by Lootpack, Flogging Mollie and City Stars, who we have never heard of. Hey,

/ ALCATRAZ  
MAY BE  
QUITE  
REALISTIC,  
BUT WE'VE  
NEVER  
BEEN  
THERE /

we could pretend, but there's no point lying to you. Overall there's some good stuff to listen to, but it's such a mixed bunch that surely no one in the whole world will like it all and won't resort to switching a few off in the music select screen. And besides, nothing can touch the majesty of *Tony Hawk 3*'s use of The Ace of Spades.

So, there are a lot of things to like. *Tony Hawk 4* is a polished, playable and good-looking game. The levels look brilliant, the game is bigger and harder than *Tony 3*, and the challenges are a mile more varied than those we've faced before. Which sounds good, so why aren't we saying it's loads better than *Tony Hawk 3* and giving it a ten?

Because we just prefer *Tony 3*'s smaller, more enjoyable levels to *Tony 4*'s bigger, tougher, more realistic environments and challenges – it's that simple. If you're new to the extreme sports scene, the more accessible *Tony Hawk 3* remains the benchmark of extreme sport games. But if you're a Hawk fan you'll love the extra difficulty and new challenges which make *Tony 4* essential.

/ GARY CUTLACK



PLAY TENNIS! The most un-extreme sport is in Tony Hawk 4.



DD STUFF! Many challenges ask you to perform specific moves.

## VERDICT

PSW

### UPPERS

- Superb looking new levels
- Very big new levels too
- As intuitive to play as ever
- Useful new 'transfer' move

### DOWNERS

- But we prefer *Tony 3*'s levels
- We prefer *Tony 3*'s music too
- Too hard for beginners?
- No Ace of Spades!

GRAPHICS - Prettier levels, smooth, all-round lovely

9

SOUND - Bizarre unrelated mix of rap, metal and punk

8

LIFESPAN - Oh it's huge all right.

9

### OVERALL SCORE

It's harder than *Tony Hawk 3*, which will please some and anger others. It's more demanding, the levels more complex, the challenges huge – it's *Tony Hawk* for grown ups. And it is good.

9

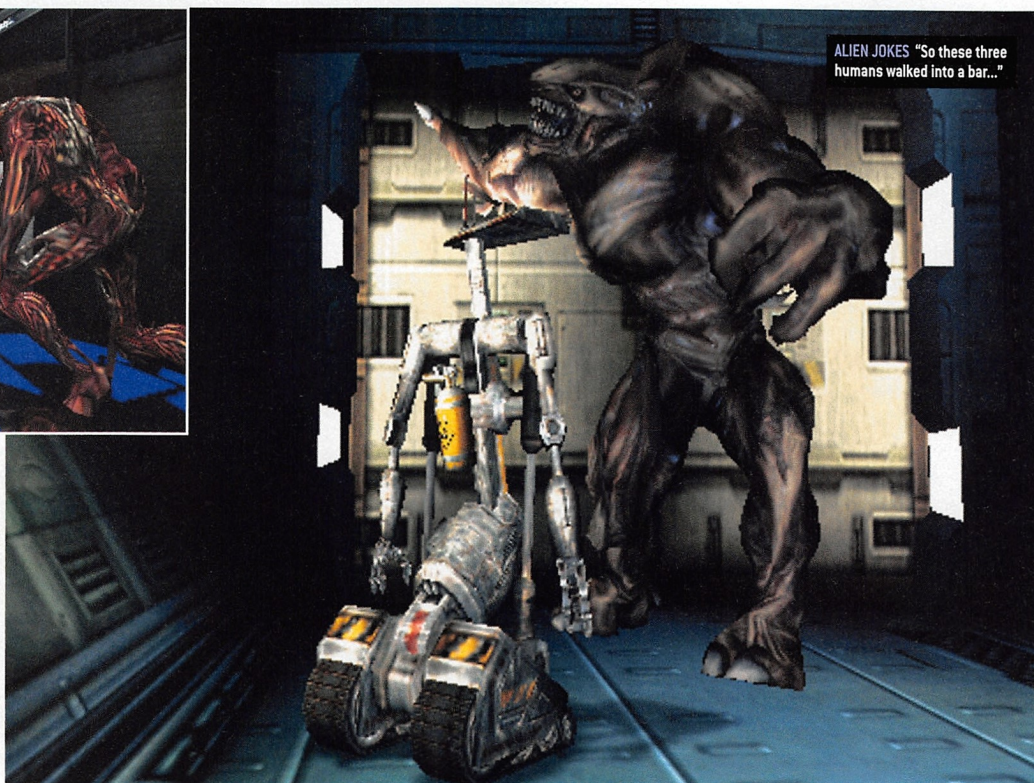




HAVEN'T WE MET BEFORE? You were in that movie, weren't you?



ROACH PROBLEM Where's the Mortein when you need it?



ALIEN JOKES "So these three humans walked into a bar..."

# RUN LIKE HELL

DAWDLE LIKE AN AGNOSTIC, MORE LIKE.

TYPE	ACTION/ADVENTURE
PLAYERS	1
OUT	NOW
DISTRIBUTOR	VIVENDI
PRICE	\$99.95
DEVELOPER	INTERPLAY
RATED	M15+

**THE TROUBLE WITH "RUNNING LIKE HELL"** is that you can only keep it up for so long before things start to get glisteningly, bulgingly, and flushingly ugly. So, in the interest of whatever it is you're running like hell for or from (and in the interest of dry, comfortable clothing), it's a good idea to pace yourself. You need to know when to play your strengths, and when to carefully and quietly kick the f\*\*\* back.

Which is a concept that Digital Mayhem has failed to masterfully exploit in this third-person survival horror escapade. It's all pretty simple - the trick with pacing is to hint at bigger and badder things in the not-so-distant future. You tease, and flirt with your subject until they hunger for more, then you reveal your antagonist's true magnitude in what's commonly known as the climax. After

that, roll end credits, go for a drink. And all is good.

In *Run Like Hell*, the pace begins predictably. Playing as Nick Connor aboard a research/mining station in the depths of space, life is routine, quiet, and good. The scene is set. Returning to the station after a mining run with the taste of your fiancée's lips still fresh on your mind (she's stationed there in the research division), you discover that things have gone horribly wrong - hostile alien creatures have penetrated the station and have taken to the dismembering of your fellow crew members. Your path becomes clear: fight the alien infestation and find your silicon girlfriend.

It then all goes a bit like *Resident Evil* in space. There are three main components to the game. First, there's exploration and puzzle solving. This is all straightforward enough - conspicuous yellow exclamation marks denote items that can be picked up or used. Next, you have the cut-scenes. Giving the story a gentle push along, these movies abound. Lastly, there's combat, which is where *RLH* falls flat.

There are only a handful of different monsters, and these are mostly revealed in the early stages of the game. The result: mind-numbingly long sequences where you fight the same creatures over and over again. It isn't long before you work out where they'll come from (only the most obvious places) and you're simply going through the motions. And with so many health packs lying around the place, the fact that the camera doesn't turn fast enough in claustrophobic spaces in the game towards your enemies doesn't pose much of a problem. This lack of variety in enemies and relative ease of combat really kills any suspense in this game - it all becomes a bit of a chore.

So these main gameplay components of *RLH* are all a little flat. The cut-scenes are hammy and

tedious. The shooting bits are limited. The level of interactivity with the surrounds is minimal. However the total experience of *Run Like Hell* is more than just the sum of its parts, sorta like a b-movie (and quite a few Hollywood A titles); it doesn't require much mental engagement at all, is fun while it lasts, but is forgotten rather easily.

/ MARCH STEPNIK



VIRTUAL REALITY In a videogame! How thoroughly postmodern!



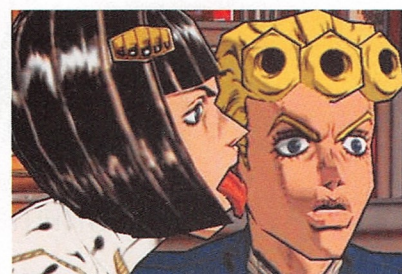
FASHION PARADE And from Jupiter comes this season's Red Alien Underwear look. Stunning!

VERDICT		PSW
UPPERS	DOWNERS	
- Atmospheric visuals	- Some dodgy textures	
- Easy to play	- Not enough interactivity	
- Ambient music	- Lack of real pace to the game	
- Plenty of gameplay	- Aliens are Giger rip-offs	
GRAPHICS	- Good use of coloured lighting and black	8
SOUND	- Basic sound effects, good use of ambient sounds	7
LIFESPAN	- Lasts a while, but you'll be pushed to want to finish	4
OVERALL SCORE		6
Who hasn't dreamed of an <i>Aliens</i> -flavoured <i>Resident Evil</i> game? <i>RLH</i> is a promising idea. More attention to combat and the pacing of the events could have saved this title from mediocrity.		





**VIRTUAL SEX** Surely you should be arrested for doing this sort of thing.



**JAPANESE WHISPERS** Such good grooming is but a lick away.



**COLLARED** Bowl cuts were all the rage.

# GIO GIO'S BIZARRE ADVENTURE



"SO, I CHANGED YOUR BANANA INTO A GUN."

TYPE	FIGHTING
PLAYERS	1
OUT	NOW
DISTRIBUTOR	THQ
PRICE	\$99.95
DEVELOPER	CAPCOM
RATED	M15+

## GIO GIO'S BIZARRE LIFESTYLE CHOICE

is based on a popular manga in Japan. Lord only knows what goes on in that, since the game is stacked with unconventionality. A Japanese gangster story set in Italy, the cut-scene artwork is awash with J-comic art stylings and furious yelling a la *Dragonball Z*. The game proper is arena-based 3D combat where the player attacks various foes with their bare fists and with a powerful humanoid that they can summon from out of their very bodies.

The years producing *Street Fighter* titles have given Capcom a near perfect understanding of the intimacy of hand-to-hand combat. At the most basic, each character can attack, dodge and move in any direction, a simplicity that belies the subtle level of depth in combat.

There are a few things you learn quickly: to hit you must be facing the enemy (no mean feat). Each attack has a short recovery period, so by the time you've missed your enemy, he's

turned to face you and begun smacking the bejesus out of you. Mashing simply fails. In a lovely nod to the comic world, once you start receiving damage, it's easy to become cornered and have a whole world of shit kicked out of you. Dodging an opponent's attacks and getting in close enough to attack demands calm and cunning. Battles take on a careful choreography and all this at a cracking pace.

The next level of depth is the inclusion of Stands. Characters are made unique by their mysterious power that can be summoned when the Stand Meter is charged. The shadowy Stands assume a position in front of their character, the two moving in sync. The Stand executes powerful attacks and serves to block any incoming. If a Stand misses in a lunging attack, your character is left precariously unprotected.

Each Stand has its own characteristics. Our boy Gio Gio can summon a Stand that brings trees up from the ground and turns inanimate objects into animals. Another character's Stand is a miniature fighter plane that can drop bombs and fire guns at an enemy. The Stand of an early enemy can attach

zippers to objects and climb inside them to teleport around the place. It's all truly odd. However, *Gio Gio* demonstrates a superior 3D battle mechanic, almost perfectly balanced.

And this is where the marketing department of Capcom should have barged in and stopped any further additions. A stylish cel-shaded 3D beat-em-up, add a new instalment each year with 5 more characters, for the next decade. Hell, they've done similar before. But no, each chapter is not a mere battle but a puzzling conundrum requiring interaction with the tiered and detailed environs. A reversed controls mirror level is a highlight.

Surely the first game to ever live up to the claim of "bizarre", *Gio Gio's Bizarre Adventure* is unique and infuriatingly challenging. Part puzzle, part combat, it's all very left-field. As Gio Gio said to the giant potato: "I changed your banana into a gun." Then Polpo shot himself to death, apparently. Niche but superb.

/ JOHN DEWHURST



**KOWTOWING** Kneel before the deadly might of my spotted white pyjamas!



**DOUBLED UP** Fortunately the flowerbed made for a soft landing.

VERDICT		PSW
<b>UPPERS</b>	<b>DOWNERS</b>	
- Awesome battle system	- Just so odd	
- Tough puzzles and battles	- Storyline is baffling	
- Wonderfully Violent	- Men licking each other's cheeks	
- Heaps of variety in play	- Probably too difficult	
<b>GRAPHICS</b> - Classy and comic		9
<b>SOUND</b> - Appropriate		7
<b>LIFESPAN</b> - Perfecting some levels is near impossible		9
<b>OVERALL SCORE</b>		9
A cool, sweet breeze through the stagnant marshes of 3D fighting. Bizarre and addictive, this is a must-have for lovers of violence.		



# DYNASTY TACTICS

DESPITE ITS SHOULDER-PADDED NAME, THIS ACTUALLY HAS NOTHING TO DO WITH THE MACHIAVELLIAN SCHEMINGS OF ALEXIS COLBY.

TYPE	STRATEGY
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	THQ
PRICE	\$99.95
DEVELOPER	KOEI

## WE'LL BE HONEST WITH YOU -

medieval Chinese history is not one of the PSW editorial team's strongpoints. Sure, we've heard of

Sun Tsu's *Art of War* and Ming vases, but that's about it. Japanese history however is another matter - Foley's seen every episode of *Monkey* there ever was. Twice.

That's not to say that China's Three Kingdoms period of history can't provide some decent gaming thrills, as Koei's action-based *Dynasty*

Warrior games have clearly demonstrated with a decent selection of mass melees.

But take away the button-bashing fun and transfer it to a tactical battle offering where pieces are strategically moved round a game board, and the excitement suddenly seems to evaporate. Who are Cao Cao and Zhao Yun, and why should we care about how many archers they have under their control?

There's undeniably a lot to *Dynasty Tactics* - there are masses of battles to take part in, and three huge campaigns, one for each of the game's three historical characters - it's just that there's no real attempt to cater for gamers who wouldn't normally give strategic war games a second look. There seems little excuse for *Dynasty's* lack of

visual pizzazz when games like *Final Fantasy Tactics* (still yet to get a PAL release) make a real effort to add a sense of story and excitement to help draw newcomers in.

A solid strategy game *Dynasty Tactics* may be, and the way you can combo up your battlefield moves is definitely a novel addition, giving the game a whole extra level of strategies to play with, but are you really interested enough by that feature alone? No, we thought not.

/ MARK ROBINS



BOARD GAMES  
Animations help  
show off the action.



CHARGE! This is a cut-scene - not controllable action. Typical.

## VERDICT

PSW

### UPPERS

- Good combination attacks
- Decent campaign lengths
- Plenty of violent fighting
- A lesson in Chinese history

### DOWNERS

- Only for strategy fans
- The story is a tad confusing
- The battlefields are bland
- Poor translation job

GRAPHICS - Nice cut-scenes but in-game visuals are dull

6

SOUND - The clank of swords, repeated ad-infinitum

6

LIFESPAN - Three big campaigns - if you can face them

6

### OVERALL SCORE

*Dynasty Tactics* simply isn't compelling or welcoming enough to anybody but hardcore strategy gamers. And even then, there are far better examples of the genre.

5

# NHL HITZ

THE SECOND OF THIS MONTH'S ICE HOCKEY TITLES GETS READY TO RIP ITS HELMET OFF AND FIGHT LIKE A GIRL.

TYPE	ICE HOCKEY
PLAYERS	1-2
OUT	NOW
DISTRIBUTOR	ACCLAIM
PRICE	\$99.95
DEVELOPER	MIDWAY
RATED	G

## THE CLASSIC AMERICAN PASTIME

of misspelling words, here in the form of 'Hitz', has endeared itself to the Aussie public over the years. When combined with the shortening of our lexicon for text messaging and email, it surely means that words will soon cease to have any meaning and we'll all exist in a bizarre para-universe where body language becomes ten-tenths of communication.

But bleak predictions of a dystopian future of nods and waves aside, how good is this latest

challenger to EA's hockey series? Well, put to a face-off, it's nearly as good. The visuals are stunning with exquisite animations and amazingly good replays of your team efforts. The action is also captivating, even for us whose hockey knowledge ranks alongside a taxi driver's understanding of value for money. Passing is swift and effective, and it's immensely satisfying to string together an end-to-end move that climaxes in a finish into the small but perfectly formed goal. Hockey virgins will find it easy to pick up and deke, while those who know who Eric Lindros is will also find more than enough depth.

The game's major problem, which is endemic of the sport, is the slight feeling of luck when shooting. Unlike, say *Pro Evolution Soccer*, where

pops at goal can be greatly manipulated, here scoring is a case of being in the right place at the right time. But practice increases awareness of positional placement and you can begin to increase your chances of scoring, especially when your player goes into the now regulatory 'zone'.

With a decent selection of game modes, there's plenty here for hockey buffs to lap up, including a selection of bonus trivia questions that unfortunately left us stumped.

/ SIMON SINGLETON



THE RULES No sports, no  
teamwork, plenty of fighting.



MY BLADES ARE RUSTING Won't the sun melt the ice?

## VERDICT

PSW

### UPPERS

- Instinctive passing system
- Excellent replays
- Bizarre but fun fire effects
- Good selection of modes

### DOWNERS

- No independent stick control
- NHL 2003 is also out
- Trivia questions? Not for us!
- Hitz is spelt Hits

GRAPHICS - Detailed and smooth with fantastic close-ups

8

SOUND - Suitably atmospheric organs and crowd noise

7

LIFESPAN - Franchise mode will keep you hooked

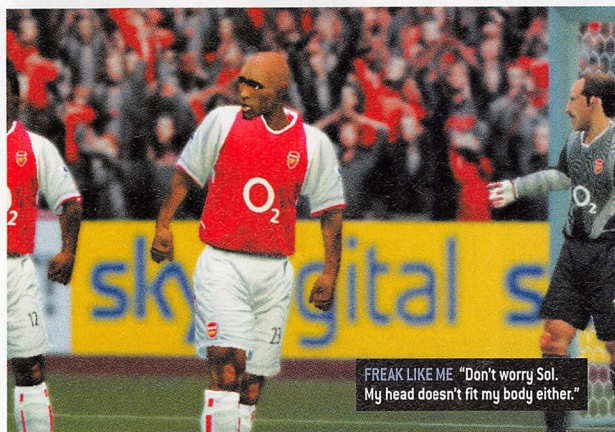
7

### OVERALL SCORE

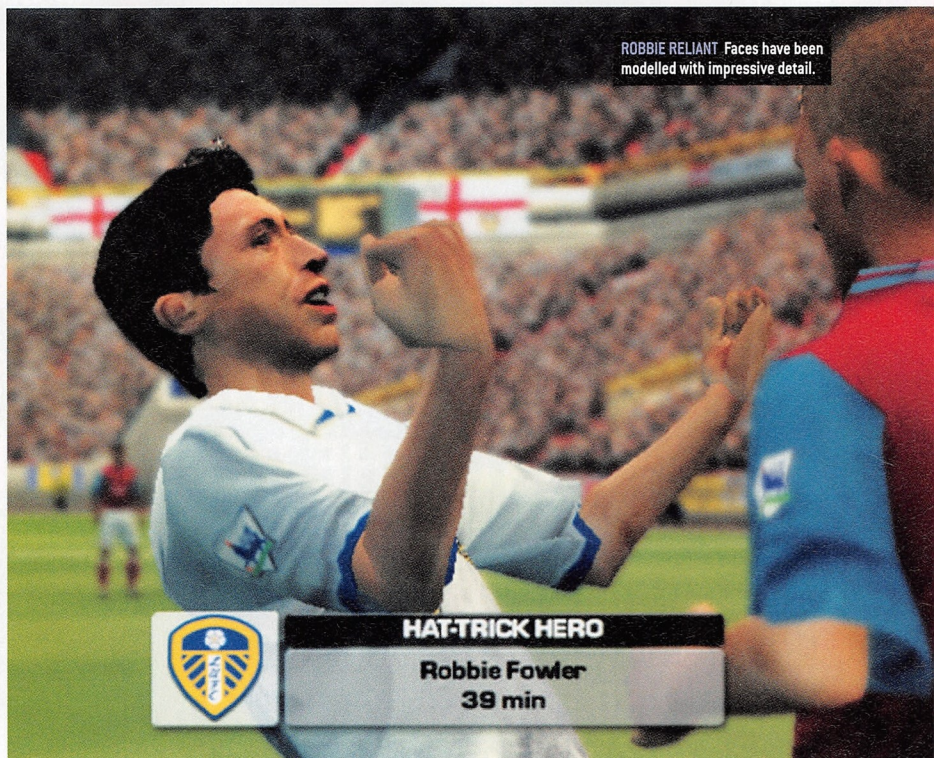
A brave and worthy challenger to EA's hockey incumbent that just lacks a few of *NHL 2003's* evolved features. Those looking for frantic, arcadey hockey will find plenty on offer here.

7





EL HADJI: DOOF! A mini game to stop Barthez doing the Macarena.



ROBBIE RELIANT Faces have been modelled with impressive detail.

# FIFA FOOTBALL 2003

THIS TIME IT REALLY IS A WHOLE NEW BALL GAME. SERIOUSLY, IT REALLY IS. NO, SERIOUSLY...

TYPE	SPORTS
PLAYERS	1-4
OUT	NOW
DISTRIBUTOR	EA
PRICE	\$99.95
DEVELOPER	EA SPORTS
SEE IT ON DVD	
/ Goals! / Saves! / Replays of goals! / Replays of saves!	

**POOR OLD FIFA. JUST AS IT FINALLY** realises the errors of its ways, *Pro Evolution Soccer 2* moves the goalposts ten miles down the road.

After so many misleading claims that the latest identikit edition of *FIFA* is a totally new and completely redesigned installment, *FIFA Football 2003* finally lives up to these bold claims with a radical renovation, and the *PES* reverence is clear for all to see.

Gone is the football glued to the players' feet, the ability to selfishly dribble from one end of the pitch to the other, the basketball scorelines, and the mindless automatic passing, to be replaced by a much freer, flowing game of football. It's a massive improvement over all of the previous *FIFA* games but still not without its flaws. Maybe in five or six years, when they've had enough time to

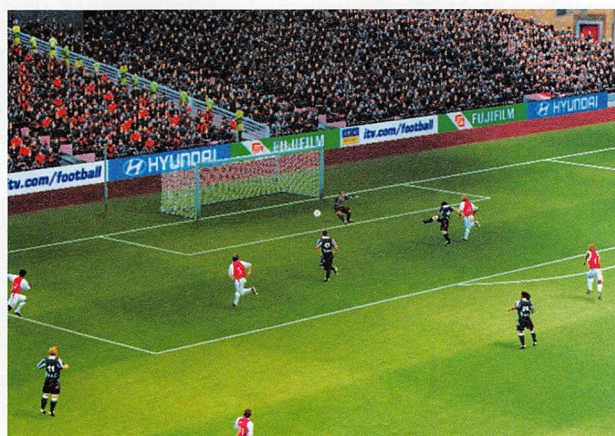
evolve and perfect this totally new playing experience, they'll have a game to rival the expertly seasoned *PES2*. Right now though, many of *FIFA*'s new skills feel contrived to elicit a *PES*-rivaling result.

To keep scores down, opposition strikers have been blessed with stunning incompetence, while goalies have superhuman ball-stopping abilities. On far too many occasions when a desperate, mistimed lunge by the last defender leaves the striker clear on goal, the forward simply slows to a crawl, allowing the defender to get up off the floor, chase after them and steal the ball back. Either that or the front man spoons the ball over from ten yards. These are supposedly the world's most lethal finishers. At the other end of the pitch your shooting is constantly palmed away by the genetically enhanced super-keepers. When you finally manage to score, you'll wonder if it was your skill or whether the computer just decided to be charitable for a change. *FIFA 2003* leaves you with a disappointing feeling of randomness, where you're constantly wondering if the end result is down to your ability or the actions of the computer.

Visually *FIFA 2003* is a bit of disappointment. Up close the players look impressively lifelike and move with fluid realism, but zoom the game out to a playable camera position and things start to turn ugly. Throughout its history, *FIFA* has always suffered from an ill-defined fuzziness that's just as apparent as ever in this latest installment. When compared to the clinical clarity and crispness of *Pro Evolution Soccer 2*, *FIFA 2003* looks murky and indistinct, with an unsightly haziness surrounding each player.

With hundreds of teams from all over the world resplendent in their officially licensed, accurately modelled kit, and match commentary that's a lesson to every other footy game, on a superficial level *FIFA Football 2003* is just as impressive as ever, and now there's a lot more substance to back up the presentational finesse. Even so, it's still not nearly enough to rival the almost perfect *PES2*.

/ MIKEY FOLEY



TV ACTION Despite all those fancy replays and close-ups, this is the best view for actually playing.



DISCLAIMER Beckham's hair-do correct at time of going to press.

VERDICT		PSW
<b>UPPERS</b> <ul style="list-style-type: none"><li>- Acres more freedom</li><li>- Encourages a passing game</li><li>- Classy presentation</li><li>- A massive improvement</li></ul>	<b>DOWNERS</b> <ul style="list-style-type: none"><li>- Lacking visual crispness</li><li>- Hit and miss through-balls</li><li>- Inept strikers</li><li>- Stupidly efficient keepers</li></ul>	6
<b>GRAPHICS</b> - Murky and ill defined when compared to PES2		
<b>SOUND</b> - Still the best commentary in any footy game		
<b>LIFESPAN</b> - Mountains of leagues and teams		
<b>OVERALL SCORE</b> <p>The best <i>FIFA</i> ever, but that's not really saying much. Despite the admirably swish TV-style presentation, the gameplay fails to simulate the passion and excitement of the real thing.</p>		7



# SUBSCRIBE FOR YOUR CHANCE TO WIN

**\$5000 WORTH OF HOME ENTERTAINMENT GEAR  
TO CELEBRATE THE RELEASE OF AUTO MODELLISTA!**

ONE LUCKY SUBSCRIBER WILL WIN THE MAJOR PRIZE OF:

- 68cm Sony TV [\$1999]
- Sony Satellite Speakers [\$999]
- Sony VCR Hi-fi Stereo [\$499]
- And a copy of Auto Modellista [\$104.95]



14 runners-up will take home a copy of  
**AUTO MODELLISTA!**

**THQ**

All prizes courtesy of THQ



# SUBSCRIBE

Why subscribe to Australia's only independent source of PS2 news and reviews? Because you'll get your copy of PSW delivered to your door every month, save a terrific 25% off the cover price and be in the running to win \$5000 worth of Sony home entertainment gear plus a copy of THQ's sexy new racing sim, Auto Modellista. You know it makes sense!



## INCLUDING DVD EVERY ISSUE

Every copy of PSW magazine comes with a DVD rammed with up-to-the-minute, exclusive PS2 footage guaranteed to keep you ahead of the pack when it comes to gaming knowledge. PSW's DVD is the best guide to available to the world of PS2. Here's why...

We're always first with the games you want to see, and every month we bring you new, fresh, exclusive, unseen footage of the biggest titles around.

### THE PSW DVD CONTAINS...

News, Previews, Reviews, Game Cheats, a round-up of forthcoming titles AND a complete library of every PS2 game ever released. It's the only way you'll get to see the newest games the same time we do!



## HOW TO SUBSCRIBE

1

Call us toll free on  
**1300 36 1146**  
Monday to Friday  
9am - 5pm EST

2

Fax a copy of the completed  
form, with credit card details to:  
**02 9699 0334**

3

Cut or copy the form and  
post it with a cheque or  
money order, or your credit  
card details to  
**PSW Subscriptions,  
Reply paid 634,  
78 Renwick St  
Redfern, NSW 2016**

4

Check out our website at:  
**www.publishing.next.com.au/subs**

MAKE LIFE EASY

## SUBSCRIBE ONLINE

[www.publishing.next.com.au/subs](http://www.publishing.next.com.au/subs)

### PLEASE TICK

12 issues at \$89.95 (incl. GST)

- ☐ I'd like to subscribe for myself  
☐ I'd like to send a gift subscription

Enclosed is a cheque/money order made payable to Next  
Publishing PTY. LTD for \$.....

OR charge my credit card for \$.....

VISA ☐ MASTERCARD ☐ BANKCARD ☐  
Card Number.....  
Expiry Date.....

Signature.....

Offer expires 22/01/2003

Overseas pricing available on application. Email: [subs@next.com.au](mailto:subs@next.com.au)

### PLEASE PRINT

My Full Name.....  
My Address.....  
Suburb..... Postcode.....  
My Telephone Number.....  
My Email Address.....

Please send a **PSW** magazine subscription to

Full Name .....  
Address.....  
Suburb..... Postcode.....  
Telephone.....

TAX INVOICE Next Publishing PTY. LTD.  
78 Renwick Street, Redfern, NSW 2016

ABN 88 002 647 645

**PSW 007**

**Terms and Conditions:** 1/ Offer is open to residents of Australia and New Zealand except employees of and immediate families of Next Publishing PTY. LTD. and its agencies associated with the promotion. 2/ Only entries completed with these terms and conditions will be eligible. 3/ Entry is by subscribing from PSW from issue 7 within the magazine only. 4/ Competition begins 9am Dec 10th 2002 and entries close at 6pm on 22nd January 2003. 5/ In determining eligibility the judge's decision is final and no correspondence will be entered into. 6/ The winner will be drawn at 9am on 23rd January 2003 at Next Publishing, and results published in issue 10 on sale on 12th March 2003. 7/ One winner will receive a 68cm Sony TV RRP \$1999.00, Sony satellite speakers RRP \$999.00, Sony Hi-Fi Stereo VCR RRP \$499.00 and an Auto Modellista game RRP \$104.95. 14 runners up will receive an Auto Modellista PS2 game RRP \$104.95 each. Total prize pool is worth \$5071.25. 8/ The promoter is Next Publishing PTY. LTD. ABN 88 002 647 645 of 78 Renwick St Redfern NSW 2016. 9/ Prizes must be taken as offered and are not redeemable for cash. The promoter is not responsible for lost or misdirected mail.



# SOLUTIONS

TIMESPLITTERS 2 GETS BUSTED WIDE OPEN BY THE PSW SOLUTIONS EXPERTS.

## THE BIT AT THE TOP

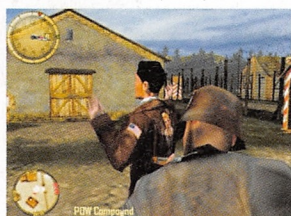
### THINGS WE LIKE BUT SHOULDN'T:

pork scratchings; the smell of our own pillows; people missing buses that we're already on; the smell of our own farts; watching pop bands split up; jumping traffic queues; stopping other people jumping traffic queues; *Search for a Supermodel*; processed cheese slices; 1983; drinking until we pass out; pissing covertly in swimming pools; lying expansively when asked for directions; seeing 'it' girls get drunk, fall over and show their knickers/knockers; licking batteries; getting a head-rush after standing up too quickly; having scratches that bleed but don't hurt; *Britney's Dance Beat*; teaching children swear words; the five minutes following a really big shit; covertly cheating at games to secure victory over mates (see, er, the next eight pages).

/ MIKEY FOLEY STAFF WRITER

## PRISONER OF WAR

■ Make like Steve McQueen with these escape tips.



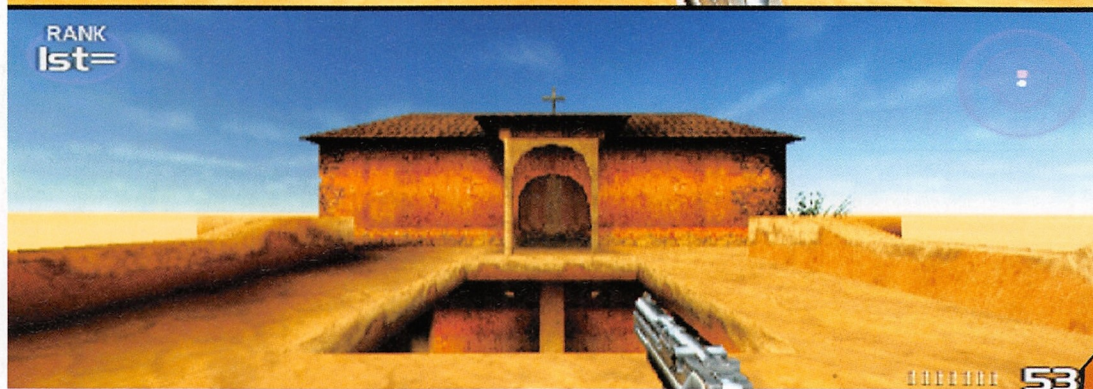
## MAT HOFFMAN 2

■ Some handy hints to help you turn more tricks.



## STATE OF EMERGENCY

■ If your rioting skills lack finesse, check this out.



# TIMESPLITTERS 2

PSW BRINGS YOU SOME INVALUABLE HITS AND TIPS TO THIS LONG AWAITED SEQUEL. DON'T TIME TRAVEL WITHOUT THEM.

Go head to head with your mates or fight the bad guys on your own. Either way, PSW's tactics, tips and weaponry low-down will give you the ultimate edge. Heed our advice and prepare for some time-travelling slaughter.

## GENERAL HINTS AND TIPS

### KNOW YOUR WEAPONS

There's a helluva lot of shooting in *TimeSplitters 2*, so it's imperative that you know your guns and ammo. Luckily for you, we've listed each weapon in detail later on. However, knowing which situation requires which firearm is very important.

Knowing how fast they fire, how much ammunition they can hold and how fast

you can reload them is vital in the fast-paced world of the multi-player death match.

### RELOAD!

Don't forget the manual reload button. This can easily be overlooked, but in the frantic world of *TimeSplitters* you need to have a fully loaded weapon on you at all times. After every fire fight, find a safe spot to reload. The last thing you want to do is run into the next area, come under a hail of fire and only have two bullets in your clip. You never know what's around the next corner so always be prepared.

### BODY SHOTS

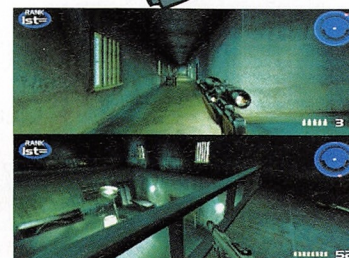
Random blasting is not always the best tactic. When making your way through the game, situations will arise where you will need to take your time and go for the head shot. Whenever possible, always go for the instant kill. Wound an enemy and they may limp off to call for help, or you may come under siege from multiple opponents.

> If you can pick them off, do so. Believe us, it's a great way to conserve your energy.



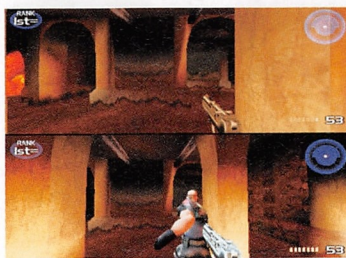
CHOOSE SPEED Characters have differing abilities.

KEEP YOUR COVER



SITTING DUCK Only snipe from safe vantage points.

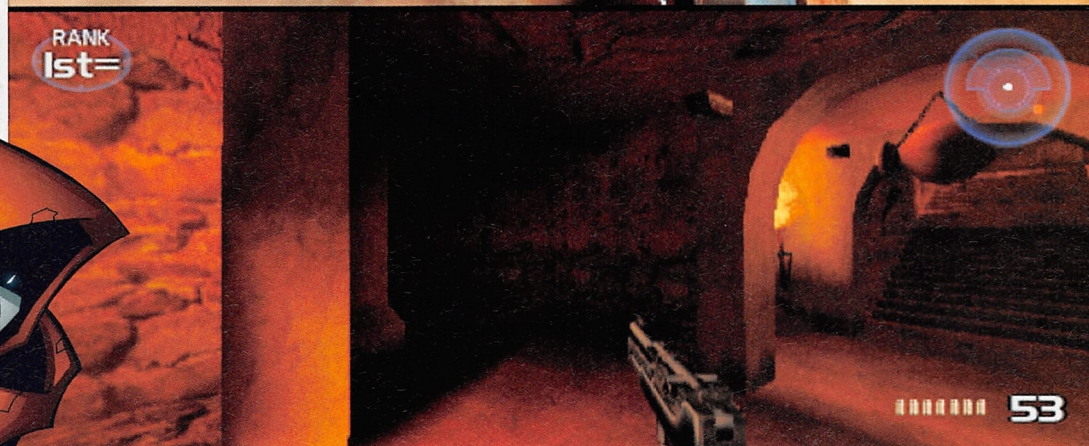
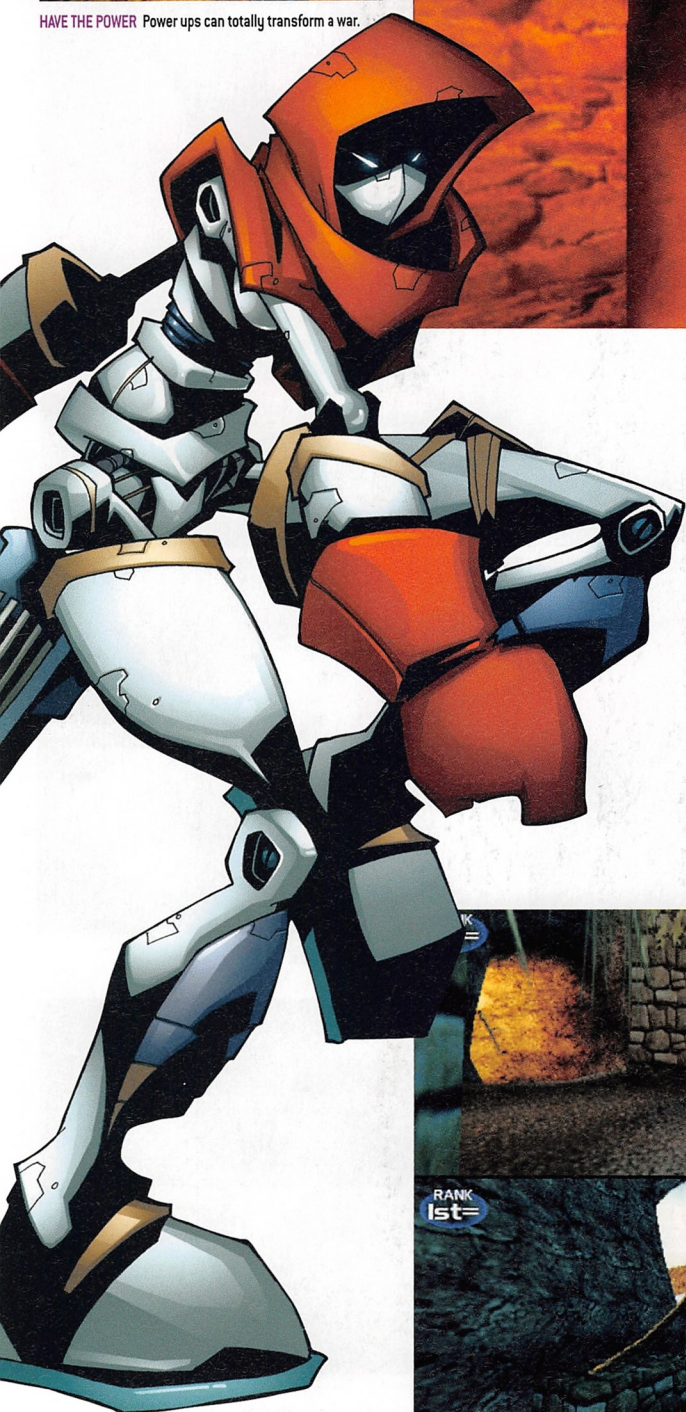




**SNEAKY** Creep up and twat them for utter humiliation.



**HAVE THE POWER** Power ups can totally transform a war.



Always be on the lookout for objects or walls to hide behind. The ability to pop out from behind a wall or round a corner and pick off enemies is a vital tactic. This is also required for reloading your weapons in hectic battle situations. Just running in with a trigger-happy gung-ho attitude is not always the greatest idea.

#### FIND THOSE ITEMS

Exploration of each area and level is necessary in order to find ammunition and extra weapons. Some of these are pretty well hidden and can take you way off track. Don't let this put you off as they will simply enhance your chances of survival.

Ammunition, health, armour and weapon upgrades are all up for the taking, but you will need to make an effort to find them. Make sure you always pick up the guns of any downed foes. Even if you have that

particular weapon you will claim the vital bullets that are contained within.

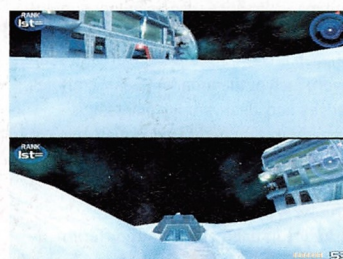
#### IF IT LOOKS OUT OF PLACE, INSPECT IT.

During the story mode keep your eyes peeled for anything that looks a little out of place. Try inspecting it, shooting it or picking it up. These can reveal secret areas, switches or items.

For instance, in the first area you soon come into a warehouse with fire extinguishers on the wall. What are these for? Well, you may find yourself on the nasty end of a flamethrower. If you do, then all you need to do is run up to an extinguisher, pop a few shots into it and, hey presto, it falls of the wall and spews out its contents. Dash into the fumes and put that fire out. Search each room and area and you can find some useful tricks and life-saving objects.

#### MULTI PLAYER TIPS

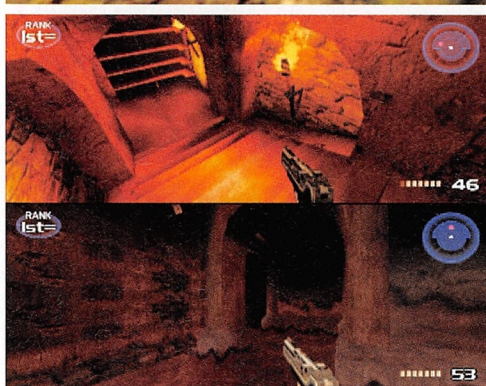
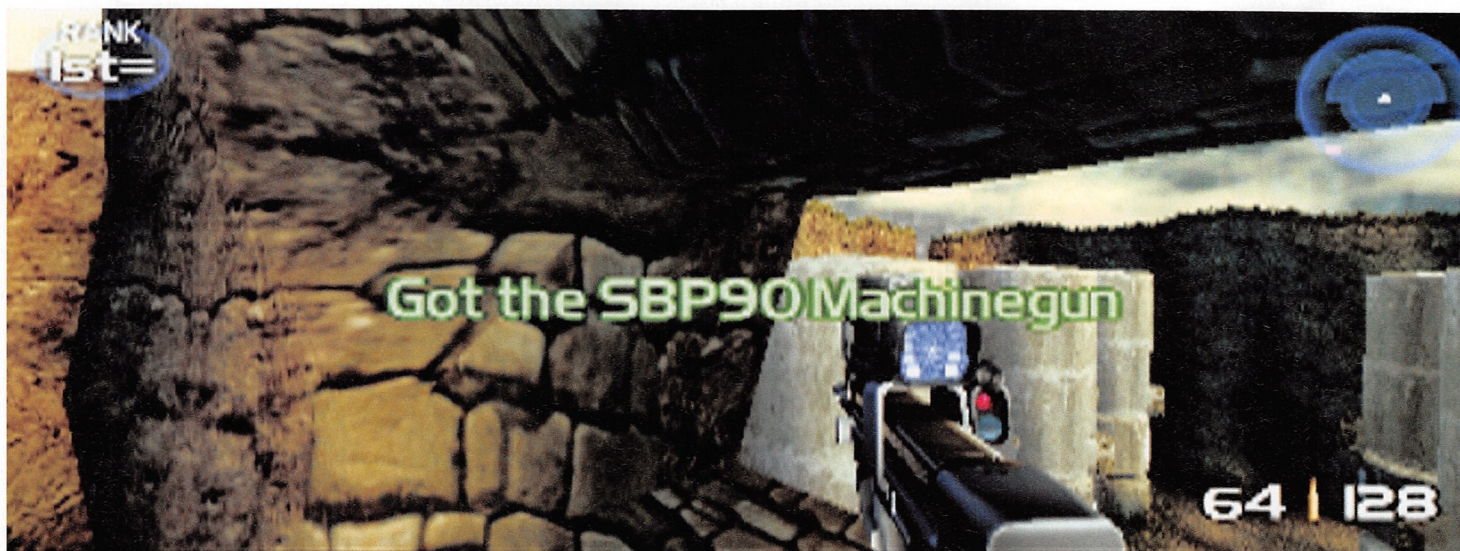
OK, so you want to humiliate you mates? You want to hear their outburst of profanity as you keep on slaying them? Well, PSW brings you some useful multi player tactics that'll see the demise of many a joypad, so make sure your friends bring their own.



**INVISIBLE POWER** Don't get caught out when it runs out.







**LOCATION LOCATION** Always know where your foe is.

**CAUTION** Avoid battles until you've got a good weapon.

**D DAY** Watch your back in the bunkers.

#### KNOW YOUR ARENAS

Perhaps one of the most important elements of multiplayer victory, is knowing the maps. Practice using a bot or simply plug a second controller in for a free roam of each arena. Turn the clock off and search every inch of the area for nooks, crannies, ledges and ideal vantage points. It is imperative that you can negotiate each of the maps with ease.

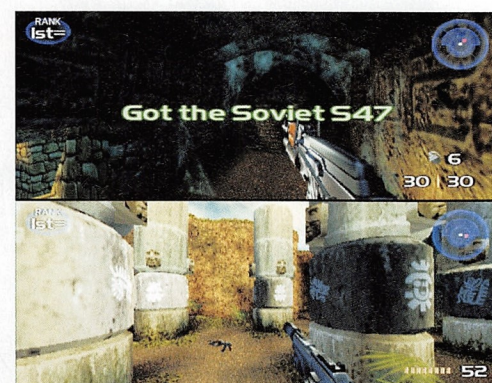
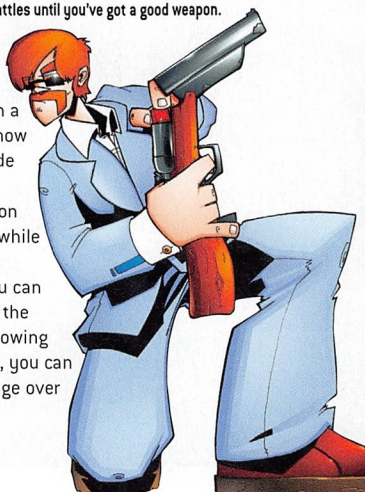
#### THE WEAPONS

Practice in each arena with different weapons. You are able to select which

weapons you can have in each arena, so practice with a variety of guns to find out how each can be used. This inside knowledge will have your mates yelling with frustration as they run around blindly while you blast them with ease.

By learning the maps you can also find out where each of the weapons materialise. By knowing where the best weapons lie, you can gain hold of a clear advantage over your opponents.

**WHERE ARE YOU?**



**RACE 'N' CHASE** Getting to the best weapons fast is vital.



Keep a close eye on your radar as this basically shows the position of each of your enemies. This way you will know whether to turn and run in the opposite direction (if you have a weak-arse weapon) or run towards them blazing.

Another sneaky trick is to keep an eye on your opponent's screen. Once you know the maps, you should be able to spot, at a glance, where each of your mates are. This is especially useful if you are being annoyingly sniped from somewhere. A quick look will give up his position and you can go sort him out.

#### POWER-UPS

Another reason for learning all of the maps is knowing the location of the power-ups. It's vital that you can get these before your opponents. From speed ups to invisibility, each will enhance your chances of avoiding death and winning the game. By roaming each map on your own, you can locate them and work out the quickest routes. >

### WEAPONS

Okay, this is the nitty gritty: the guns. You have a whole host of killing machines at your fingertips, each of which have their own advantages and disadvantages. It's important to know which hand cannon is needed for which situation. Luckily for you, we have a full run-down of all of the weapons available.

Of course, you'll have all of them at your disposal in the multi-player mode, but during the story mode you may have to hunt some of them down. Read on, as knowing your guns will give you the upper hand over you enemies.

#### 1. SILENCED PISTOL

The weakest of the weapons. This is your bog standard firearm. But hell, it's still better than using your fists. This weapon comes in handy when playing in Story mode. Its silencer allows you to shoot enemies with out alerting others.

#### 2. LUGER PISTOL

This is similar to the silenced pistol. You won't use this gun unless you haven't got other weapons or you've run out of ammo.

#### 3. GARRETT REVOLVER

Arguably the most powerful of the handguns, the Garrett Revolver is still one of those 'last resort' weapons.

#### 4. CROSSBOW

Rapid firing but pretty weak. The Crossbow is one of those weapons you are basically forced to use, either while you wait for a better weapon or you have run out of ammo. The zoom on it is a little handy, allowing you to target your enemies pretty well.

#### 5. VINTAGE RIFLE

Think sniper rifle, but think really, really old sniper rifle. It hasn't quite got the power of the more recent version but it's better than nothing. The zoom on it allows for sneaky pot-shots at your enemies. Just make sure you take them from a safe vantage point.

#### 6. SNIPER RIFLE

This should only be used from a safe distance. Up close it's hopeless, but find yourself a vantage point and you can pop shots into your opponents' heads for instant kills. It's a sniper rifle, you know what to do.

#### 7. FLAME THROWER

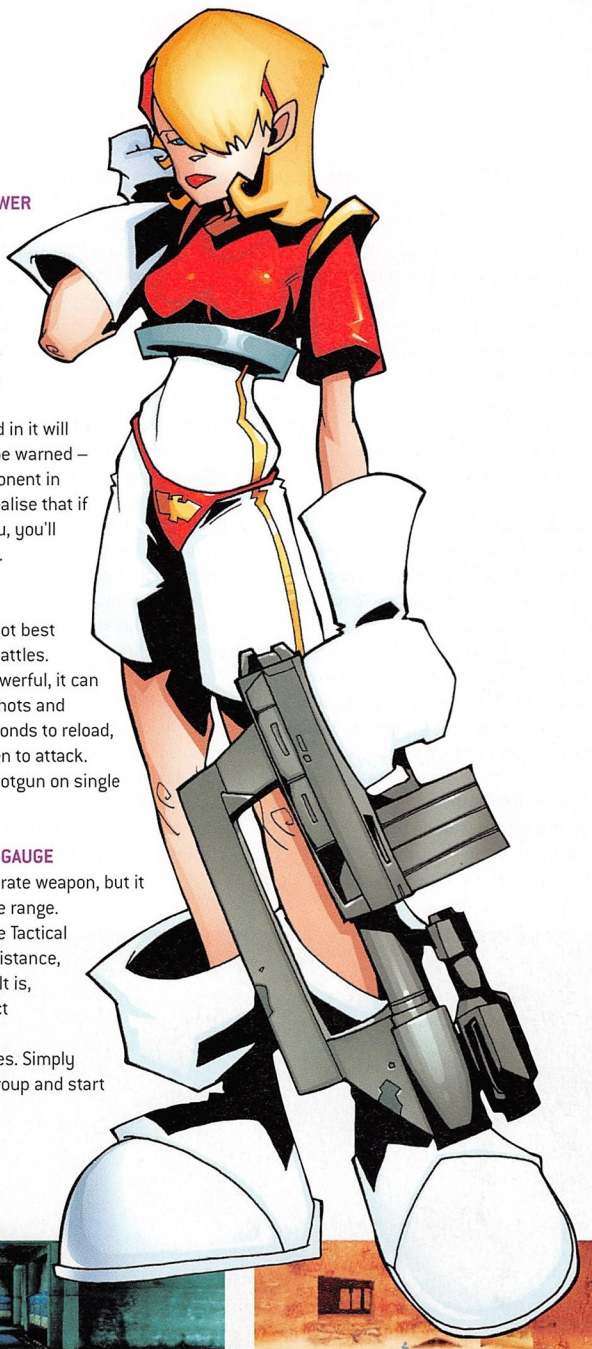
Want to see your opponents burn alive? The Flame Thrower fires out a huge cloud of the hot stuff and any enemy engulfed in it will catch fire. But be warned – any ablaze opponent in the know will realise that if he runs into you, you'll catch alight too.

#### 8. SHOTGUN

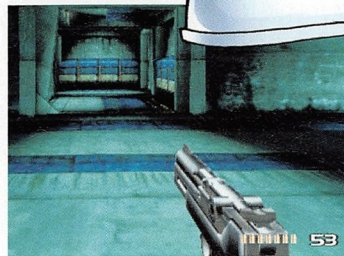
This weapon's not best for hectic gun battles. Although it's powerful, it can only hold two shots and takes a few seconds to reload, leaving you open to attack. Only use the shotgun on single opponents.

#### 9. TACTICAL 12-GAUGE

Not a very accurate weapon, but it is lethal at close range. Forget using the Tactical 12-Gauge at a distance, it'll do nothing. It is, however, perfect for blasting multiple enemies. Simply charge into a group and start shooting.



1. SILENCED PISTOL Your bog standard firearm, but hey, if it's good enough for Bond it'll do nicely thank you very much.



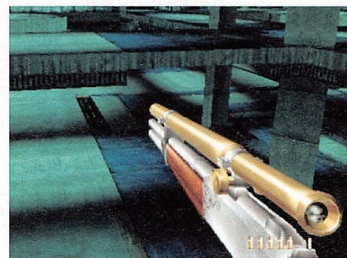
2. LUGER PISTOL This is why the Germans lost the war.



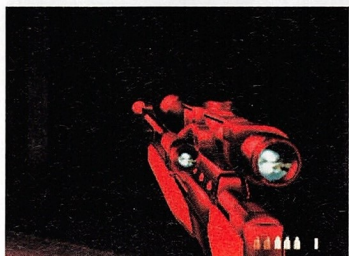
3. GARRETT REVOLVER Frequent reloading is a pain.



4. CROSSBOW Handy zoom function but a bit weak.



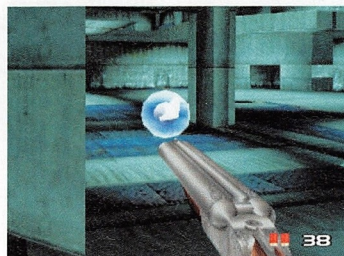
5. VINTAGE RIFLE Basically just a wild west Sniper Rifle.



6. SNIPER RIFLE Make sure you're safe before you zoom.



7. FLAME THROWER Easily the most enjoyable weapon.



8. SHOTGUN Takes ages to reload causing many deaths.



9. TACTICAL 12-GAUGE The shot gun daddy. Kaboom.



#### 10. SOVIET S47

Some heavy-duty firepower here. This quick firing weapon is great for clearing a room of enemies. You need to watch those bullets though as the Soviet S47 gets through its magazine in a matter of seconds. It's not the most powerful gun, but you can shower a room or an opponent with pretty good accuracy. The Soviet S47's secondary action launches a grenade. This is perfect for firing round corners. Be careful though, as in the heat of the moment it can be very easy to be hit by your own grenades.

#### 11. TOMMY GUN

Not the best rapid-fire gun in the selection, but it still does the job well. If you can corner a single opponent, the Tommy Gun will allow you to polish them off pretty quickly. If you keep the shots on target your enemy won't be able to get a shot in themselves. It's also pretty good for spraying multiple enemies from a distance or from a high vantage point.

#### 12. SCI FI HANDGUN

This is a chaotic weapon that fires rapid laser bolts. The thing is, these laser bolts will bounce off walls and ceilings. Get a group of

trigger-happy fighters together and the room can become a deadly mass of beams. Shots will bounce for a long time and if you find yourself up against one of these guns, get out quick! The weapon can be used to clear corridors. Simply angle a shot into the corridor opening and watch the shot bounce up the corridor, striking anything in its path.

#### 13. LASERGUN

There are three parts to this weapon, making it very useful to have in your collection. Its primary action allows it to fire laser pulses. These are not particularly powerful, but if you keep the shots on target, your enemy will be stunned into submission. The secondary function of this weapon is a smart laser shield. When activated, this shield protects you from any oncoming fire.

#### 14. ELECTRO TOOL

This gun fires off a long beam of electricity. It takes a while to wear down an opponent, but stuns them while it finally does so. Not the best weapon to use against multiple enemies, but when you have an opponent cornered, it's a good bet.

#### 15. PLASMA AUTO-RIFLE

The Plasma Auto-rifle is extremely powerful, pumping hot shots of plasma into your opponents. It's not the most accurate weapon, but short, sharp bursts from at close range will see an enemy off pretty quickly. The Plasma Autorifle's second function is a nifty plasma grenade. These are perfect for showering down on enemies or trailing fleeing foes up a corridor.

#### 16. SBP90 MACHINE GUN

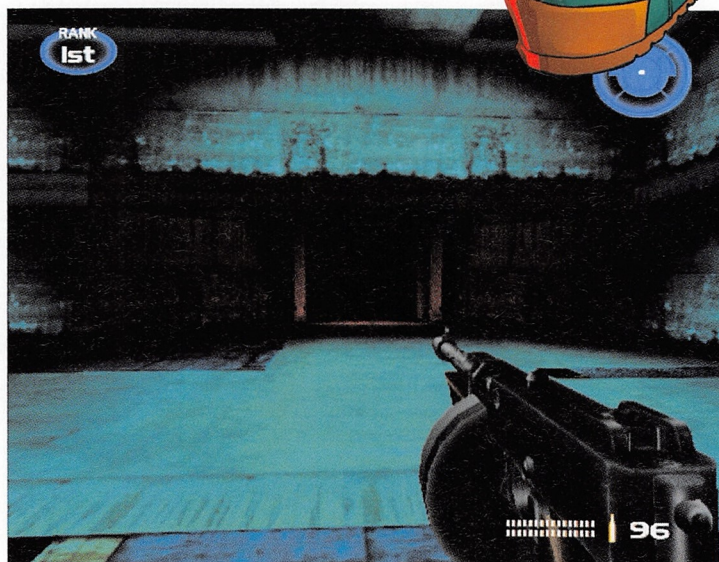
The ultimate in rapid fire, this gun can wipe out an opponent in seconds. It's not the most accurate of guns, but it cuts through flesh like a knife through butter. The SBP90 Machine gun also has a quality zoom feature, allowing you to pump bullets into an opponent from a safe distance.

#### 17. MINIGUN

Now we're talking. The Mini-Gun is an enemy's nightmare – it spits out bullets



10. SOVIET S47 Lovely secondary grenade launcher.



11. TOMMY GUN Surprisingly good for an oldy.



12. SCI FI HANDGUN Watch out for your own ricochets.



13. LASERGUN A very handy shield mode for protection.



14. ELECTRO TOOL Good for one on one situations.



15. PLASMA AUTO-RIFLE Plant sticky bombs on the walls.



16. SBP90 MACHINE GUN Watch your ammo. This is rapid.



17. MINIGUN Feel just like Arnie in Predator.





**CHEEKY** Master the art of peeking at your mate's screen.

at an incredible rate. It is perfect for clearing packed rooms and for those hectic moments during a deathmatch. However, you need to watch the heat meter in the corner – it's prone to overheating. Short, sharp bursts are the order of the day here. Another problem is it takes a long time to charge. However, its secondary function allows you to keep the barrel spinning for immediate trigger action. The downside of this is that the Mini-Gun overheats a lot faster, so be careful.

#### 18. GRENADE LAUNCHER

Very powerful, but not particularly accurate, this weapon is best used in open

areas and to clear rooms and corridors before you enter them. It has two functions, one is a basic grenade thrower, the other fires a flaming grenade.

#### 19. ROCKET LAUNCHER

Not very accurate, but extremely powerful. A direct hit with this baby will blow an opponent to smithereens. This is not the weapon for close range attacks though and is best suited to picking off groups of enemies from afar; just pop a rocket in the middle of them and watch them scatter. It's also pretty good when chasing enemies up corridors. Simply keep your distance and let the rocket do the chasing.

#### 20. HOMING LAUNCHER

Those opponents better start running. The Homing Launcher tracks its victims and hits them with some almighty force. Its secondary function fires off three shots at once – perfect for taking on a room full of multiple enemies. Its downfall is lack of ammunition. It doesn't hold much at all, so it needs to be used sparingly. It's a useful weapon, so don't waste its ammo. Choose your moments to ensure a kill.

#### 21. PROXIMITY MINE

These little gems can catch your opponents unaware. They stick to walls, floors and ceilings, allowing you to set up some nasty traps. Stick them in nooks and crannies and your enemies will find it hard to locate them. If you get the chance, you can also stick these puppies to your opponents' limbs. Watch them run around and suddenly explode. You should always keep your eyes peeled for the Proximity Mines. If you spot one, whip out a smaller weapon and pop a shot into it. Remember, if you can set up traps, your opponents can too, so tread incredibly carefully.

#### 22. REMOTE MINE

Like the Proximity Mines, these little guys can be used to set up some nasty traps. However, you will need to hit the secondary action button to set them off. The best tactic is to place them one at a time and then get to safety. From a sneaky vantage point, watch your opponents' screens and wait for them to pass through the booby-trapped area. Hit the button to blast them.

#### 23. TIMED MINE

Although pretty powerful, these little fellows are hard to use. They are best scattered

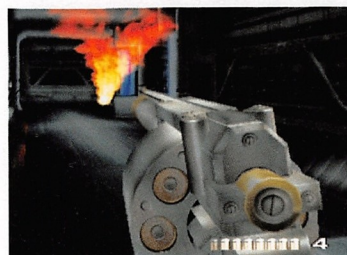
from afar into a group of battling opponents. In the confusion, they may not notice the quickening bleeps of looming death. They are also handy for stopping any enemy from following you. When running into a room or up a corridor, line a couple of Timed Mines behind you to prevent any tails.

#### 24. TNT

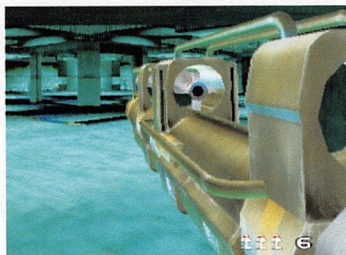
This is not the best weapon, but it can still do damage if timed right. Basically you throw it, it lands, it explodes. This can be a hard weapon to use, because it's not easy to time its explosion. It's best used when you are being chased down a thin corridor. As you flee, throw the TNT. Chances are, your opponent will run over it just as it happens to explode. Unlucky.

#### 25. FIRE EXTINGUISHER

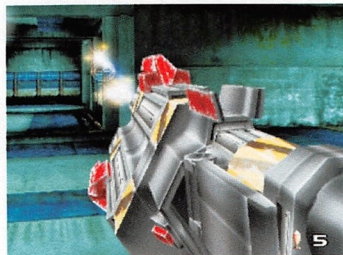
Not much of a weapon really, but if you need to put out a fire, this is the object to use. It can prove handy in team games, should one of your team-mates burst into flames from a Flame Thrower attack.



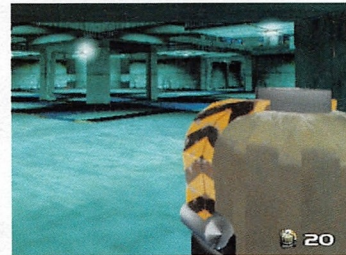
**18. GRENADE LAUNCHER** Now with bonus flaming ammo.



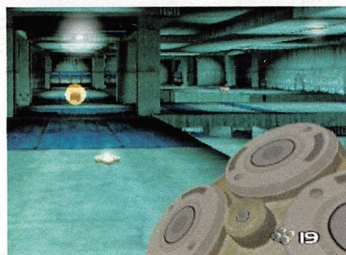
**19. ROCKET LAUNCHER** Don't use in confined spaces.



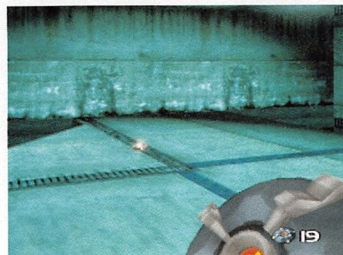
**20. HOMING LAUNCHER** The daddy in open spaces.



**21. PROXIMITY MINE** Great fun for setting traps.



**22. REMOTE MINE** Don't forget you've got to activate it.



**23. TIMED MINE** Good for protecting your ass.



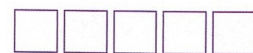
**24. TNT** A bit crap. Best used in desperation.



**25. FIRE EXTINGUISHER** Vital when you're on fire.



# MINI TIPS



LOOK, THESE MAY NOT BE THE FULL BLOWN SOLUTIONS, BUT IT'S STILL CHEATING YOU KNOW. SHAME ON YOU.

## MAT HOFFMAN'S PRO BMX 2

### ALL MUSIC TRACKS

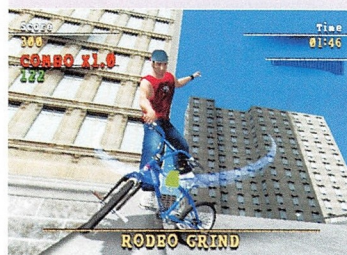
Press **L1**, **△**(2), **▷**(3), **X**(2) at the "Press Start" screen.

### BOSTON LEVEL IN ROAD TRIP MODE

Press **△**, **▲**, **▼**(2), **▲**, **□** at the "Press Start" screen

### CHICAGO LEVEL IN ROAD TRIP MODE

Press **△**, **▲**, **▲**, **▲**, **□** at the "Press Start" screen



### LAS VEGAS LEVEL IN ROAD TRIP MODE

Press **□**, **R1**, **▲**, **L1**, **▷**, **□** at the "Press Start" screen

### LOS ANGELES LEVEL IN ROAD TRIP MODE

Press **□**, **▲**, **△**(2), **▲**, **□** at the "Press Start" screen

### NEW ORLEANS LEVEL IN ROAD TRIP MODE

Press **□**, **▼**, **▷**, **▲**, **▲**, **□** at the "Press Start" screen

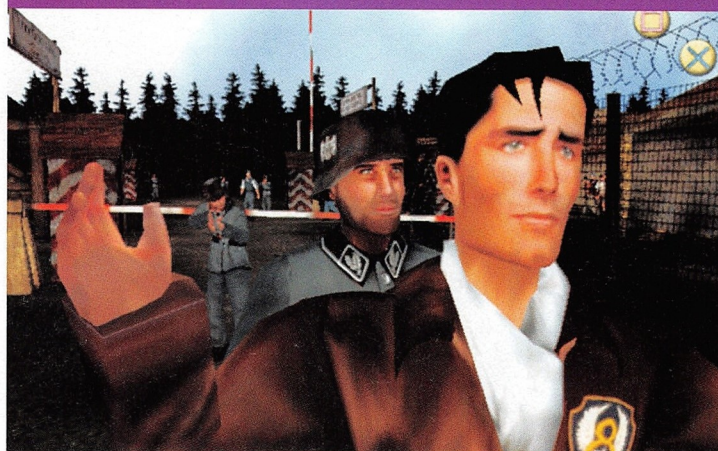
### PORTLAND LEVEL IN ROAD TRIP MODE

Press **□**, **X**(2), **△**(2), **□** at the "Press Start" screen

### UNLOCK ALL LEVELS IN FREE RIDE, SESSION AND MULTI-PLAYER MODES

Press **□**, **▷**(2), **▲**, **▼**, **□** at the "Press Start" screen

## PRISONER OF WAR



### CANNOT BE SHOT

Enter "fatty" as a password.

### INFINITE MONEY AND ROCKS

Enter "dino" as a password.

### CHAPTER SELECT

Enter "ger1eng5" as a password.

### NO LEVELS UNLOCKED

Enter "defaultm" as a password.

### ALL EVENTS IN THE DAY

Enter "alltimes" as a password.

### CORE EVENTS

Enter "coretimes" as a password.

### ONLY CORE CURRENT EVENTS

Enter "farleymydog" as a password.

### FIRST PERSON MODE

Enter "boston" as a password.

### TOP DOWN MODE

Enter "foxy" as a password.

### CHANGE GUARD SIZE

Enter "muffin" as a password.

### CHANGE GUARD AWARENESS

Enter "quincy" as a password.

### DATE

Enter "dt" as a password.

### UNKNOWN

Enter "togsavacan" as a password.

### ALCOHOL AND CIGARETTES

Always pick up alcohol and cigarettes when exploring. They are needed to bribe guards and get objects and services from prisoners. They can also be used in exchange for confiscated equipment.

## FREQUENCY

### CHEAT MODE

At the title screen, press **▼**, **▷**, **▲**, **△**(2), **▲**, **▷**, **▼** to enable cheat mode. Then, enter one of the following codes while playing a game to activate the corresponding cheat function:

### EXTRA AUTOCATCHER

While playing a game, press **▲**, **▷**(2), **▲**, **▲**.

### EXTRA BUMPER

While playing a game, press **▷**, **▲**, **▷**, **▲**, **▲**.

### EXTRA CRIPPLER

While playing a game, press **▲**, **▷**, **▲**, **▷**, **▼**.

### EXTRA FREESTYLER

While playing a game, press **▲**, **▷**, **▷**, **▲**, **▼**.

### EXTRA MULTIPLIER

While playing a game, press **▷**, **▲**(2), **▷**, **▲**.

### EXTRA NEUTRALIZER

While playing a game, press **▲**, **▷**, **▲**, **▷**, **▲**.

### GEM GRAPHICS

While playing a game, press **▲**, **▼**, **▲**, **▼**, **▲**(2), **▲**.

### NO LATTICE GRAPHICS

While playing a game, press **▼**, **▲**, **▼**, **▲**, **▷**, **▲**(2), **▷**.

### FUZZY EDGED GRAPHICS

While playing a game, press **▼**, **▲**(2), **▼**(2), **▲**(2), **▼**.

### LISTEN MODE

At the solo game menu, press **L1**, **R1**, **R2**, **START**.

### PRACTICE MODE

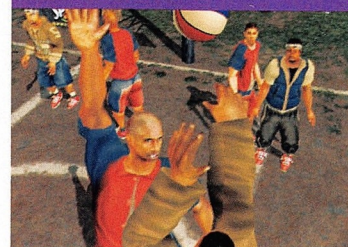
At the solo game menu, press **▲**, **▼**, **▲**, **▷**, **X**(3).

### HIDDEN SONG

Pause the game and press **▲**, **▼**, **▲**, **▷**, **▲**. Resume game and complete current song. The "Elixia" song from Efisiant will be unlocked on the remixes screen.



## STREET HOOPS



### CLOWN UNIFORMS

At the cheats screen, press **□**, **L1**, **□**, **○**.

### COWBOY UNIFORMS

At the cheats screen, press **○**, **R2**(2), **R1**.

### KUNG FU UNIFORMS

At the cheats screen, press **○**(2), **□**, **L1**.

### PIMP UNIFORMS

At the cheats screen, press **R1**, **□**, **○**, **L2**.

### SANTA UNIFORMS

At the cheats screen, press **R2**, **L2**, **R2**, **L2**.

## DOWNFORCE

Get the most from this arcade racer...

### INVINCIBILITY

At the main menu, press **L1**, **▲**, **R1**, **▲**, **▼**(2), **○**.

### CRASH ARENA

At the main menu, press **▲**, **▷**(2), **□**, **▼**, **▲**(2), **○**.

### CRASH ARENA IN TWO-PLAYER MODE

At the main menu, press **▷**, **▲**(2), **○**, **▲**, **▲**(2), **○**.

### BEGINNER TROPHY

At the main menu, press **▷**(2), **L1**, **▲**(2), **R1**, **▷**.

### INTERMEDIATE TROPHY

At the main menu, press **▷**(2), **□**, **▲**, **L1**, **R1**, **□**(2).

### EXPERT TROPHY

At the main menu, press **▷**(2), **○**, **▲**, **L1**, **○**, **R1**, **○**.





## WWF SMACKDOWN! JUST BRING IT

### GET MAXIMUM ABILITY POINTS

Go to the Create a Superstar screen and choose a character. Go to Ability and then select Average and press **X**, **A**, **X**, **X**. This should average your points out and give you an additional 200 points so you can fill up the rest.

Note: For already created superstars, you must take away all the ability points.

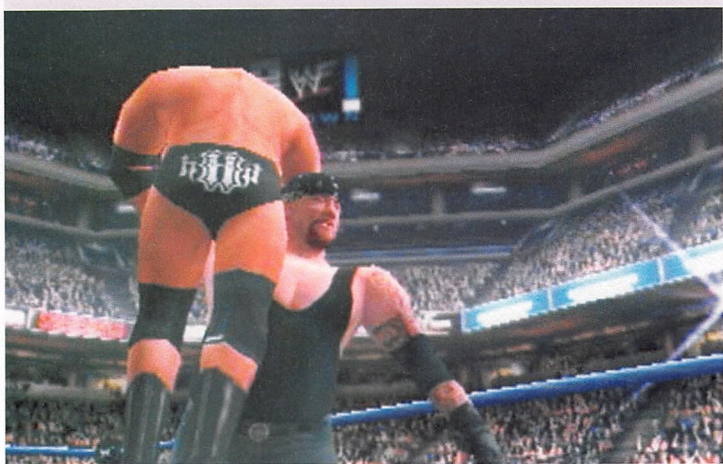
### UNLOCK THE WRESTLEMANIA X-7 ARENA

1. Choose any male non-title holder and enter Story Mode.

2. Do not form a tag team.
3. Talk trash (do not attack).
4. Say that you want to kick the guy's ff butt.
5. Find Vince McMahon in the Parking Lot.
6. Win your match.
7. Show up on the stage.
8. Win your match.
9. Win the WWF Title at Wrestlemania

### UNLOCK FRED DURST OF LIMP BIZKIT

Beat 15 people in Slobberknocker with The Undertaker.



## MOTO GP

### UNLOCK SUZUKA IN REVERSE ( CAN ONLY BE RACED IN TIME TRIAL )

Finish 1st at Suzuka in arcade on the difficult setting.

### UNLOCK DONNINGTON IN REVERSE ( CAN ONLY BE RACED IN TIME TRIAL )

Finish 1st at Donnington in arcade on the difficult setting.

### UNLOCK JEREZ IN REVERSE ( CAN ONLY BE RACED IN TIME TRIAL )

Finish 1st at Jerez in arcade on the difficult setting.

### UNLOCK PAUL RICARD IN REVERSE ( CAN ONLY BE RACED IN TIME TRIAL )

Finish 1st at Paul Ricard in arcade on the difficult setting.

### UNLOCK MOTEGI IN REVERSE ( CAN ONLY BE RACED IN TIME TRIAL )

Finish 1st at Motegi in arcade on the difficult setting.

### UNLOCK KLONOA AS A RIDER

Beat challenge 22 in under 21.00 seconds.

### UNLOCK THE BONUS EXPERIMENTAL K1 BIKE

Use your driving skills to complete three laps of the Paul Ricard circuit in time trial mode in under 1.22.500 without touching the grass.



## MAX PAYNE

### ALL WEAPONS AND AMMUNITION AND EIGHT PAINKILLER PILLS

Pause the game and then press **L1**, **L2**, **R1**, **R2**, **A**, **X**, **△**.

### UNLIMITED BULLET TIME

Pause the game, then press **L1**, **L2**, **R1**, **R2**, **A**, **X**, **X**, **△**.

### INVINCIBILITY

Pause the game, then press **L1**, **L1**, **L2**, **L2**, **R1**, **R1**, **R2**, **R2**.

### LEVEL SELECT

Play up to Subway A1. Go to main menu and press **△**, **▽**, **△**, **▽**, **△**, **▽**, **△**.



## SSX



### VIEW ALL HINTS

At the options menu hold all four shoulder buttons and press **△**, **X**, **△**, **X**, **△**, **X**, then release the shoulder buttons. Now begin a level and the game will run through all of its hints.

### UNLOCK EVERYTHING IN THE GAME

At the options screen hold all four shoulder buttons and press down, left, up, right, **X**, **△**, **△**, **△**.

### RUNNING MAN MODE

At the options screen hold all four shoulder buttons and press **△**, **△**, **△**, **△**, **X**, **△**, **△**, **△**, **X**.

## STATE OF EMERGENCY



### INVINCIBILITY:

Press **L1**, **L2**, **R1**, **R2**, **X** during game play.

### UNLIMITED TIME IN KAOS MODE:

Press **L1**, **L2**, **R1**, **R2**, **△** during game play.

### UNLIMITED AMMUNITION:

Press **L1**, **L2**, **R1**, **R2**, **△** during game play. You cannot be holding a weapon for this to work.

### ALL WEAPONS:

Press **L1** (2), **R2** (2), **X** during game play. A message will confirm correct code entry.

### MISSION SKIP:

Press **△** (4), **△** during game play.

### MISSION SELECT:

Press **L1**, **L2** (3), **L1**, **X** during game play.

### PUNCHES DECAPITATE:

Press **L1**, **L2**, **R1**, **R2**, **△** during game play.

### LITTLE PLAYER:

Press **R1**, **R2**, **L1**, **L2**, **X** during game play.

### BIG PLAYER:

Press **R1**, **R2**, **L1**, **L2**, **△** during game play.

### NORMAL PLAYER:

Press **R1**, **R2**, **L1**, **L2**, **△** during game play.

### LOOTING ON THE RISE:

Press **R1**, **L1**, **R2**, **L2**, **△** during game play.



( 2001)



- **Starring:** Audrey Tautou
- **Director:** Jean Pierre Juenet
- **Rated:** MA 15+
- **Type:** Romantic Comedy
- **Distributor:** Magna Pacific



her father's hand. This rapidly charged burst of activity leads her doctor father to believe Amelie has a heart condition and is home schooled. Cartoon-like Amelie delights in childlike pleasures brought about by

Although subtitled, an understanding of the film can be reached without rushing to catch every written word. Audrey Tautou's impish smile and emotional acting float you through the events that create the stories of Amélie Poulin's world. Although placed in the genre of romantic comedy, *Sleepless in Seattle* this ain't. *Amélie* is a tale about the joy of little things and holding on to those details while they last. A fresh look, cultural and social, *Amélie* is 'magically' free of all the things that clog our cinemas: no

With a cast where even the fish is quirky, director Jean-Pierre Jeunet takes the eccentricities of life and celebrates them. As in past feature films of Jeunet's, *Delicatessen* and *The City of Lost Children*, bold reds and greens are used to produce rich, elaborate scenes. Visually saturating, they draw you into this cartoon-like

/VANESSA MORGAN



10

1111111111111111

1



01:23:04

Finally the key to the mystery of the man with the red shoes! Is he a Ghost? Does he want revenge or just to make himself known? Amelie finally admits her love for Nino by revealing the truth of the mystery man that has plagued Nino in his search for instant images of self through the Photomatic machine. 'Times are bad for dreamers' or are they starting to look up?

**EXTRAS, EXTRAS!**



## MAKING OF AMELIE

**MAKING OF AMÉLIE**  
No subtleties! No words in fact! This is an unusual making of a film put to music is a visual collage of casting of extras, like the couples having sex, and the cutting of Audrey Tautou hair for the role.



## AUDREY TAUTOU'S FUNNY FACES

**FOUNTAIN FACES**  
This section is outtakes of Tautou's stuff ups on set and the faces she makes as she blunders her way between kisses. That impish grin is harder than it looks for the French beauty.



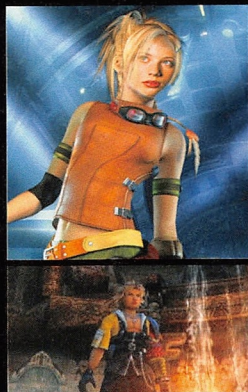
## OTHERWISE

OTHERWISE. Features include the Gnome Tour, Poster and Photo Gallery, Desktop Pictures and Credits. The storyboard comparison is weak only showing one scene, the photo gallery is beautiful but short with only 14 photos.



# SILICON CELLULOID

## 4 FINAL FANTASY X What if it was a film?



### THE GAME:

Sports star Tidus watches his world destroyed by a giant creature, Sin, and in the process finds himself transported to the mystical land of Spira. He meets apprentice summoner Yuna on a small island. She asks that he become her guardian on a journey to gather powerful magical creatures Aeons, that may allow Yuna to kill Sin and bring The Calm. Along the way we encounter ghosts from all of the party's past, get a glimpse of their mingled inter-relations and come to see a selfless love in a beautiful land.

### THE FILM:

Sports star Tidus watches his world destroyed by Sin, and is sucked inside. He wakes up on the Yuna-Summoner spaceship piloted by Dr Maki Ross who explains that the Earth is connected to his own world by an evil space creature known as Sin, that can only be destroyed with magical Aeons that power the main laser of her ship. The two journey to different planets in the solar system to collect these gems. In the end Sin is destroyed by a nuclear warhead and Tidus returns to Zanarkand. Tidus and Ross are reported to have steamy

but blurry sex at least once. It's promoted as the sequel to *Final Fantasy: The Spirits Within*, with Maki being the twin sister of Aki from the first film and has oddly made the shift to real-life actors.

### STARRING:

The cast is a mix of young, teen idols and older teen idols. The third guy on the left of Boyzone takes the role of Tidus and Maki is played by Michelle Trachtenberg from *Buffy*. Wakka the star of the Earth Baseball team is played in cameo by an actual baseball star. Kurt Russell does a fair turn at Auron and Kimahri

becomes his faithful lion cub pet. In a marketing coup Sarah Michelle Gellar provides the voice of Yuna-Summoner's on-board computer.

**DIRECTED BY:** Uncredited.

### WILL IT WORK?

After the phenomenal success of *The Spirits Within*, Hollywood backers decide CG action is too expensive and try to mash FFX into the shape of a sequel to *The Spirits Within*. Renamed *Final Fantasy 2: The Spirits Return*, the film makes little sense and even less money. Production goes squillions over budget thanks to the ludicrous pyrotechnics of the final battle scene.

## FELLOWSHIP OF THE RING COLLECTORS EDITION (2002)



- **Starring:** Elijah Wood
- **Director:** Peter Jackson
- **Rated:** M15+
- **Type:** Fantasy
- **Distributor:** Roadshow Entertainment



### THIS BOX SET TAKES

you through every aspect of the creation of the film in detail, from Pre to Post Production, leaving nothing out.

Although there is the feeling of being caught in a continuous stream of advertising, the budgeting of a second crew for documentation has paid off.

The Collector's Edition is designed with the aficionado in

mind. The packaging was conceived and designed by renowned Tolkien illustrator Alan Lee. Included in the DVD package are two Argonath bookends designed and sculpted by Sideshow Weta, the artists responsible for crafting the visual effects for *The Lord of the Rings* trilogy. The gift set will also include National Geographic's "Beyond the Movie: The Lord of the Rings" DVD, containing two previously unreleased featurettes and three exclusive trading cards.

The real highlight is the extension of the original film by 30 minutes, integrating new and extended scenes. At this length, a very long 208 minutes, the film

has exceeded the space available on one DVD disc.

/VANESSA MORGAN

■■■■■■■■■■ 7

**EXTRAS** This boxset has a unique set of features not shared with the previous release. But do we really need four audio commentaries of the same film? Director, Design, Production teams and 'The Team' (?) all throw in their two cents on the experience. All up you're looking at over 30 hours of extras.

■■■■■■■■■■ 10

## QUEEN OF THE DAMNED (2002)



- **Starring:** Aaliyah
- **Director:** Michael Rymer
- **Certificate:** M15+
- **Type:** Horror
- **Distributor:** Warner Home Video



### IT'S ANOTHER ANNE

Rice vamp novel adaptation, but unlike *Interview With The Vampire*, there's no Tom

Cruise. So that's something. This time Lestat (Stuart Townsend, whom you may know as, er, Gippo The Fool in *The Venice Project*) has woken from a hundred year sleep to play rock 'n' roll. He sets about using his stardom to lure nemesis

Marius (Vincent Perez) into the open for a final fight. He also wakes up Queen Akasha (Aaliyah), who can set fire to things just by pointing at them. Sadly, the singer died in a plane crash shortly afterwards, leaving this poor film as an unfortunate memorial. Show some respect and don't stare at it.

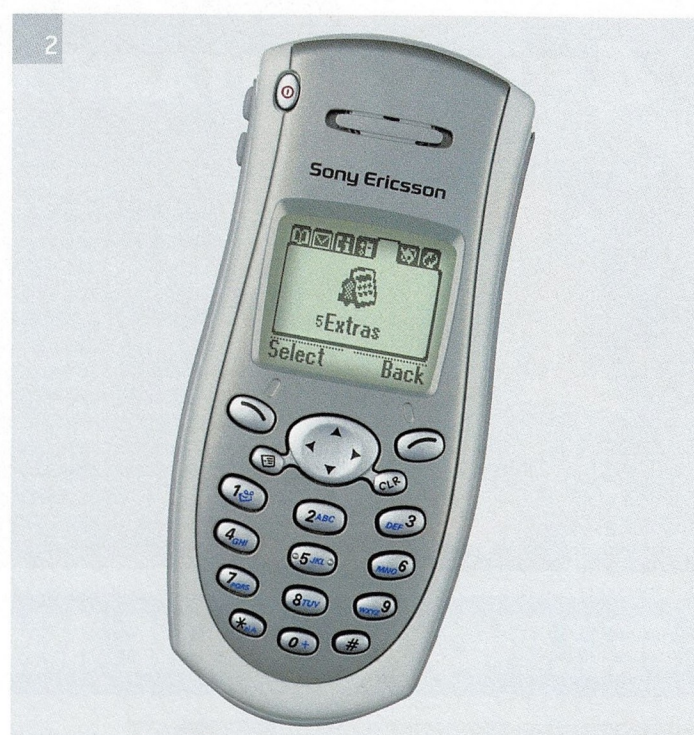
■■■■■■■■■■ 4

**EXTRAS** Commentary from Michael Rymer (director) and Jorge Saralegui (producer), three Lestat music videos, Static X music video, extended and deleted scenes, Aaliyah tribute featurette, Vampire featurette, stills gallery, outtakes.

■■■■■■■■■■ 7







# STUFF

YET MORE MAINS ADAPTORS TO ADD TO THE COLLECTION. STANDARDISE, PLEASE.

**1**  
**SONY CLIE T675C**  
The new, super-cute Sony Clie. Now curvier and with 16Mb of memory, a hi-res (320x320) display and v4.1 of the Palm OS. That Beverly Craven track is not ours, it was just there on the photo. We'll do a lie detector test if you like.

**2**  
**ERICSSON T206**  
Another month, another few hundred digits added to mobile phone model numbers the world over. At the current rate of increase Sony Ericsson will be releasing the T9000000000000 in time for Christmas '04.

**3**  
**SAMSUNG DVD-L100**  
A widescreen portable DVD player, ideal for the film-loving businessman or porn fan wishing to view high quality American filth DVDs on the train. So that's why the toilets are always engaged and there's never any bog roll.

**4**  
**CASIO EXILIM EX-M1**  
It's a "wearable card camera" according to the small print. No optical zoom (just a 4x digital), but it's cheap, 2Megapixels, small, sexy and comes in this optional MP3 player enhanced model for all you multimedia pros.



# INCOMING!

GAMES CURRENTLY WINGING THEIR WAY TO PS2

TITLE	PUBLISHER	TYPE
<b>DECEMBER</b>		
Air Rescue Ranger	THQ	Action
Alex Ferguson's Player Manager	Ubisoft	Sports
Auto Modellista	THQ	Racing
BMX XXX	Acclaim	Sports
Castleween	Take 2	Adventure
Contra: Shattered Soldier	Infogrames	Action
Defender	Acclaim	Shooter
Fellowship of the Ring	Vivendi	RPG
Go Go Golf	THQ	Sports
Haven: Call of the King	Acclaim	Action Adventure
Kingdom Hearts	Sony	Action RPG
Legends of Wrestling 2	Acclaim	Fighting
Monopoly Party	Infogrames	Strategy
Powerpuff Girls: Relish Rampage	THQ	Action
Reign of Fire	THQ	Action
Robocop	Interplay	Shooter
Simpsons Skateboarding	Electronic Arts	Sports
Spyro: Enter the Dragonfly	Vivendi	Platformer
Star Wars: The Clone Wars	Electronic Arts	Action
The Getaway	Sony	Action Adventure
Tokyo Road Race	THQ	Racing
Virtua Cop: Elite Edition	Acclaim	Shooter
Virtua Tennis 2	Acclaim	Sports
Xtreme Express	THQ	Racing

<b>JANUARY</b>		
Battle Engine Aquila	Infogrames	Action
Everblue 2	TBA	Adventure
Midnight Club 2	Take 2	Racing
Monster Jam	Ubisoft	Racing
Paris Dakar Rally 2	Acclaim	Racing
Primal	Sony	Action Adventure
State of Emergency Platinum	Take 2	Action
Suikoden 3	Infogrames	RPG
Sword of the Samurai	Ubisoft	Fighting
The Sims	Electronic Arts	Strategy
Wild Arms 3	Ubisoft	RPG

<b>FEBRUARY</b>		
All Star Baseball 2004	Acclaim	Sports
ATV Quad Power Racing 2	Acclaim	Racing
Blood Rayne	Vivendi	Shooter
Dark Angel	Vivendi	Action
Disney's Jungle Book 2	Ubisoft	Action Adventure
Evil Dead 2	THQ	Action Adventure
Groove Rider	Acclaim	Racing
Malice	Vivendi	Platformer
Mortal Kombat: Deadly Alliance	Acclaim	Fighting
Pride FC	THQ	Fighting
Risk: Next Generation	Infogrames	Strategy
Speed Kings	Acclaim	Racing
Tomb Raider: Angel of Darkness	Infogrames	Action Adventure

<b>MARCH</b>		
Batman: Dark Tomorrow	Acclaim	Action Adventure
Devil May Cry 2	THQ	Action Adventure
Dragon's Lair	THQ	Action Adventure
ET: Return to the Green Planet	Ubisoft	Action Adventure
Gladiator Wrestling	Electronic Arts	Fighting
Nickelodeon Party Blast	Infogrames	Action
Rayman: Hoodlum Havoc	Ubisoft	Platformer
Starsky & Hutch	Vivendi	Action Adventure
Tenchu: Wrath of Heaven	Activision	Action Adventure
XIII	Ubisoft	Shooter
Zapper	Infogrames	Platformer

<b>APRIL</b>		
J McGrath Supercross 2003	Acclaim	Racing
Rainbow Six: Raven Shield	Ubisoft	Shooter
Silent Hill 3	Infogrames	Adventure
The Lost	Ubisoft	Action Adventure
True Crime: Streets of LA	Activision	Action Adventure
Vexx	Acclaim	Platformer

## DIRECT HIT!

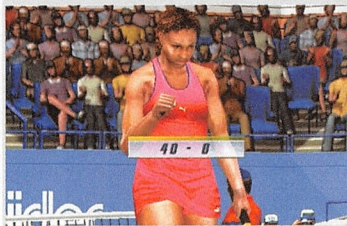
VIRTUA TENNIS 2

Distributor: Acclaim

Type: Sports



This arrived in the office just hours before deadline without any fanfare whatsoever. And yet it managed to ensure that the mag didn't actually get finished in those few hours. Despite being a port of the two year old Dreamcast original, *Virtua Tennis 2* is still in remarkably good shape. It's not as pretty as *Smash Court*, but it plays a much better game and is undeniably more fun. Full review next month.



## DIRECT HIT!

SWORD OF THE SAMURAI

Distributor: Ubisoft

Type: Fighting



The sequel to *Kengo* has been picked up by Ubisoft and rebranded with a more obviously recognisable name. We've been checking out some early preview code this month and all indicators suggest the *Kengo* formula remains intact while copious depth has been added. One PSW writer managed to clock up 351 game days over one weekend, which augurs well for its quality.



**inform**

The Official Australian Games Chart

Compiled by Inform in association with IEAA

W/E 3 November 2002

TOP 20

Best Selling Full Price PlayStation2 Games (over \$50)

- 1 ♦ V8 Supercars Racing
- 2 ★ FIFA 2003 Sports
- 3 ▼ Need For Speed Hot Pursuit 2 Racing
- 4 ★ Time Splitters 2 Action
- 5 ▼ Hitman 2 Action
- 6 ★ Colin McRae Rally 3 Racing
- 7 ▼ Grand Theft Auto 3 Adventure
- 8 ★ Starter Pro Pack THPS3 Sports
- 9 ▼ Medal Of Honor: Frontline Action
- 10 ▼ Burnout 2 Racing
- 11 ▼ Tekken 4 Action
- 12 ▼ Kelly Slater's Pro Surfer Sports
- 13 ▼ AFL Live 2003 Sports
- 14 ▼ Conflict Desert Storm Action
- 15 ▲ Spider-Man: The Movie Adventure
- 16 ▼ Onimusha 2 Samurais Destiny Adventure
- 17 ★ Max Payne Action
- 18 ▼ Madden NFL 2003 Sports
- 19 ▼ Ninja Assault G Con Bundle Action
- 20 ▼ Final Fantasy X RPG

★ New Entry ♦ Non Mover ▲ Up from last week ▼ Down from last week

Charts can be viewed at  
[www.informbd.com.au](http://www.informbd.com.au) as part of



For further information phone 02 9264 0095 © 2002 by Inform. All rights reserved





PSW DELIVERS: ■ THE BIGGEST PS2 GAMES FIRST – GUARANTEED ■ RAZOR-SHARP, TOP QUALITY FOOTAGE ■ MOVIES, MULTI-ANGLE AND PROFESSIONAL COMMENTARY – NO OTHER DISC HAS THESE!  
PSW DOES NOT: ■ MISLEAD YOU WITH FAKE EXCLUSIVES ■ USE PC AND XBOX GAME CLIPS – SHAMEFUL ■ MAKE YOU WATCH OUR UGLY FACES ■ SUCK UP TO ANYONE!

# ON THE DVD



## WELCOME

/ GRAHAM SMITH DISC EDITOR

Why don't I get a new photo taken of me every month? The writers do, sometimes. They're always messing about with the digital camera, fussing about how their hair looks and demanding final picture

approval before the issue goes to press. How much fun they have. Yet I'm stuck with this same photo every month. It was taken for *PSW*#1! That was seven months ago! Since then I've had that hair transplant surgery I've been saving for over the last seven years – you should see me now! That jumper I'm wearing there I now use as a rag to mop up kitchen spillages and haven't worn since last April, plus I've stopped eating so many raspberry lollies so my lips don't look that pink any more. I've learnt to love myself, and I think the DVD has benefited too as a result. Next time I see the voiceover girl I'm going to ask her out, instead of just following her home.



## ● TONY HAWK'S PRO SKATER 4

IT'S IN THE EXCLUSIVE SECTION

The new *Tony Hawk* game is a bit different. There's around 200 mini challenges this time – watch us fail at doing some of them on this month's DVD. You may also enjoy looking at the game itself, seeing as they've managed the improbable by making it look better than *Tony Hawk 3*. How did they do this? We're not sure, but achieving things of this magnitude usually involves some sort of evil witchcraft, which you're indirectly endorsing by buying the game, watching the game or even reading this. The satanic programmers at Neversoft have tweaked the gameplay ever-so-slightly (total number of new buttons needed: one) and seen fit to include the anarchic, irresponsible music of that crazy young 'Sex Pistols' punk rock group that the teenagers are all into.

So go see it now. See why you need this game in your collection. See why Christmas just won't be the same without it. See why we put it on the cover of this very magazine. Just go see it right now.



## ● METAL GEAR SOLID 2: SUBSTANCE

IT'S IN THE EXCLUSIVE SECTION

You've got to pity the Japanese. They have to wait six months to get their copies of *PSW*, plus they're still watching episodes of *EastEnders* that were originally broadcast here in 1988. On the upside they get *MGS2: Substance* in January, when we have to wait until next April. But judging by

this early version we've got here, it should be well worth the wait. We've played the excellent VR missions on this month's DVD, allowing those of you who liked *Metal Gear Solid 2* to get excited all over again at what many people will probably be calling the best sequel to the best game ever.

Those of you who sent in letters saying how *MGS2* "sucked ass" may prefer to skip this section altogether, or just sit there spitting at the screen. There's less story this time, and much more action. See small amounts of this new action they speak of here, now, over there on your TV screen.

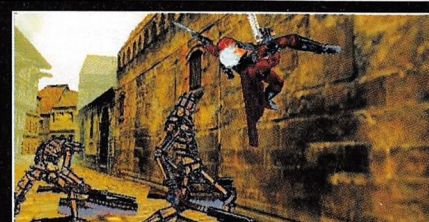
AUST  
EXCLUSIVE  
FIRST! HERE!



## ● LORD(S) OF THE RINGS

THEY'RE IN EVERY BLOODY SECTION!

Not the Electronic Arts one, the other one, the one based on the first book, not the one based on the first two books. No, sorry, news just in – we've got new looks at both *LotR* games, presented in our unique double-header special for all you pipe-smokin', orc-lovin' swordsmen. Which one looks best? Are there any discernable differences at all? Do you care? What about him? Does he care? Does anyone care? If yes, watch disc.



## ● DEVIL MAY CRY 2

IT'S IN THE EXCLUSIVE SECTION

The producer was keen to stress two things when we spoke to him – the doubling of the game's resolution, and the lead man's all-new attacking moves. He's confident that *Devil May Cry 2* will therefore blow everyone away and become your favourite PS2 game of all time. Unless you prefer driving games, in which case you'll be disappointed at *DMC*'s lack of Ford Focus cars. All well-balanced gamers – check this out now.

INDEX

EXCLUSIVE: Metal Gear Solid 2: Substance, The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The Two Towers, Tony Hawk's Pro Skater 4, WRC II Extreme, Devil May Cry 2, The Getaway  
NEWS: Spyro the Dragon, Dark Angel, Evolution Skateboarding, Evolution Snowboarding, Superman: Shadow of Apokolips, Virtua Tennis 2, Shinobi, Red Dead Revolver PREVIEW: Wreckless: The Yakuza  
Missions, Alpine Racer 3, Big Mutha Truckers, Total Immersion Racing, Robocop, Formula One 2002 REVIEWS: WWE SmackDown! Shut Your Mouth, Twin Caliber, Kingdom Hearts, Ratchet & Clank, Colin McRae  
Rally 3, Treasure Planet, FIFA Football 2003, Rocky, Blade II, Pro Evolution Soccer 2, Gungrave PLATINUM REVIEWS: Devil May Cry, Jak & Daxter: The Precursor Legacy, Tony Hawk's Pro Skater 3, Crash  
Bandicoot: The Wrath of Cortex, WRC IMPORTS: Ape Escape 2 EXTRAS: Burnout 2 multi-angle extravaganza, WRC II Extreme multi-angle extravaganza.

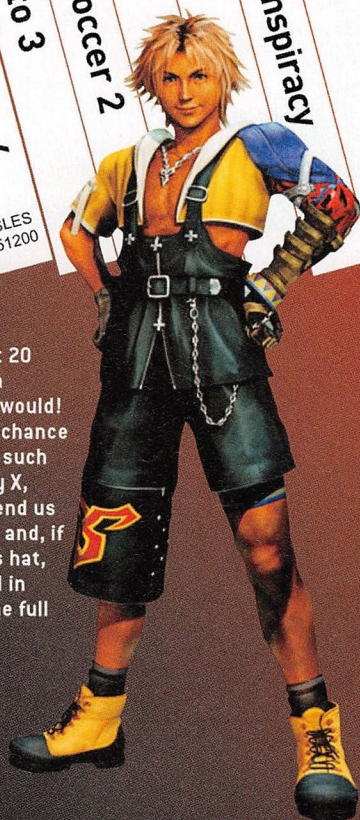




# THE ULTIMATE GAMES COLLECTION



How would you like to have the best 20 games there are on PS2 in your own personal collection? Of course you would! We're offering one lucky reader the chance to win themselves copies of games such as Grand Theft Auto 3, Final Fantasy X, Timesplitters 2 and more! Simply send us your completed PSW Reader Survey and, if we draw your entry out of Jackson's hat, then you'll win every game featured in our Essential 20! See page 20 for the full rundown of games.



## COMPETITION WINNERS

### PSW#5

#### THE THING

Jennifer Pilla, Prospect SA  
K. Campbell, Windsor QLD  
Robert C. Haynes, Port Kennedy WA  
Tim Georgoulas, East Bentleigh VIC  
V. Baker, Pyrmont NSW

#### QUIKSILVER

S. James, Stretton QLD  
William Clark, Newport Beach NSW

#### FIGHTING FANTASY

Aaron Taylor, West Footscray VIC  
C. Sinclair, Mt Waverley VIC

John Redknapp, Fairview Park SA  
J. Stewart, North Ryde NSW  
L. Cheong, Hamersley WA  
Michael Flannery, Altona VIC  
R. McLeod, Hurstville NSW  
Sarah Phillips, Cambridge Park NSW  
T. Minh, Bexley NSW  
Tim Georgoulas, East Bentleigh VIC

#### SUMMONER 2

Anne Mill, Broadview SA  
Barry Minehan, Eltham VIC  
Jamie McGraw, North Mackay QLD



# SAVE THE WORLD!



PLUS  
**SILENT HILL 3**  
EXCLUSIVE

## JAMES BOND 007... NIGHTFIRE REVIEWED!

MISTER SUAVE IS BACK. WEAPONS ARE INVOLVED. AS ARE GADGETS AND GIRLS, AND WE'D PUT MONEY ON THERE BEING SOME CARS IN IT AS WELL. BUT IS IT ANY GOOD? WE'LL TELL YOU IN ABOUT 0025 DAYS' TIME.

## FEATURED ON THE PSW DVD

SILENT HILL 3 / METAL GEAR SOLID 2: SUBSTANCE / TOMB RAIDER / JUDGE DREDD / STARKY & HUTCH  
THE GETAWAY / FORMULA ONE 2002 / STAR WARS DOUBLE-WHAMMY / JAMES BOND 007... NIGHTFIRE

# ON SALE 8 JANUARY

CONTENT SUBJECT TO CHANGE WITHOUT NOTICE









# SPYRO™

ENTER THE DRAGONFLY

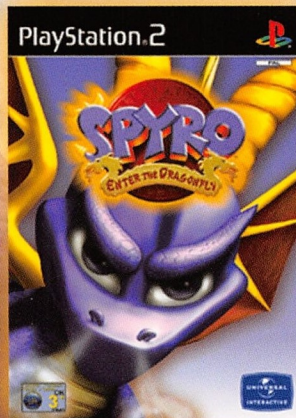


VIVENDI  
UNIVERSAL  
games



PlayStation 2

GAME BOY ADVANCE™



"Spyro: Season of Flame" interactive game © 2002 Universal Interactive, Inc. "Spyro: Enter the Dragonfly" interactive game © 2002 Universal Interactive, Inc. All rights reserved. "GB" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.™ and are trademarks of Nintendo. © 2002 Nintendo. PAL Nintendo

FKGB